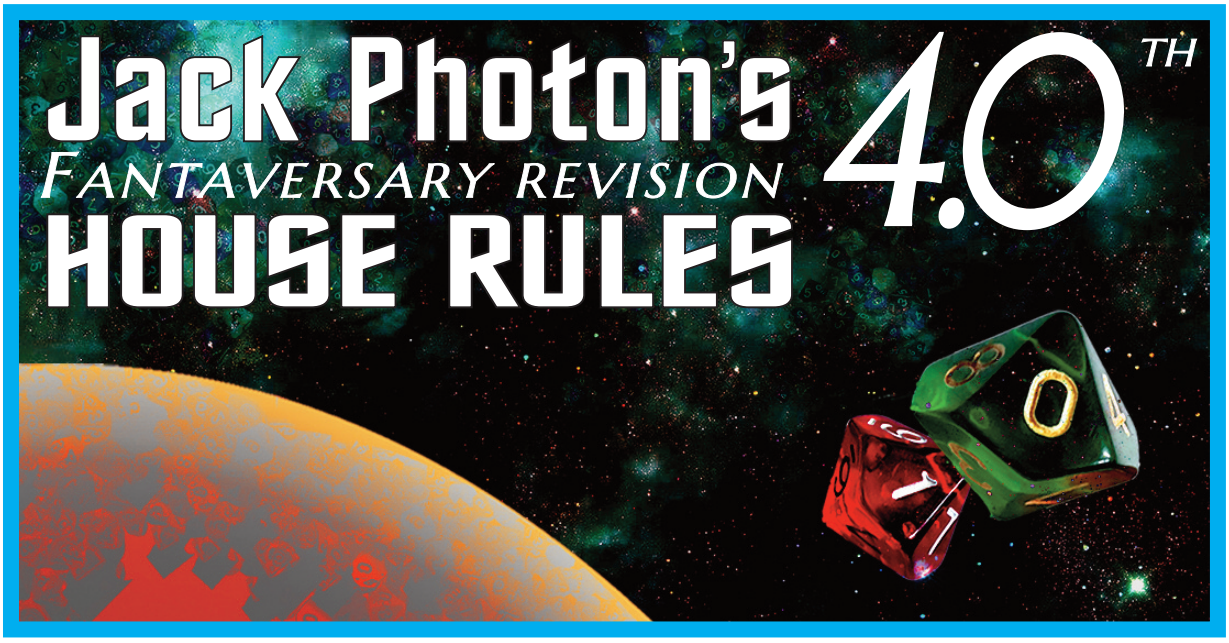
STAR TREK 40TH

1983 - 2023

FOR USE WITH FASA GAME SYSTEM

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



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- GAMEMASTERS ONLY -

NPC PACK: SCIENCES

One Admiral - Two Commodores
Two Captains - Two Commanders
Three Lt. Commanders
Five Lieutenants
Four Analysts
One Intelligence Agent
Five Blanks for your Campaign

Jack Photon's
4.0TH FANTAVERSARY REVISION
STAR TREK 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

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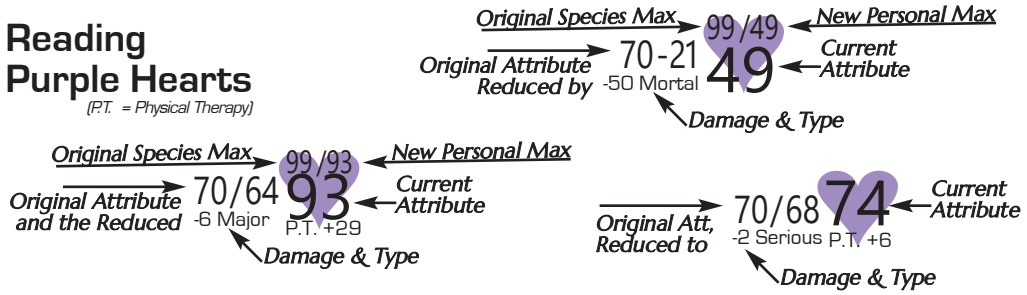
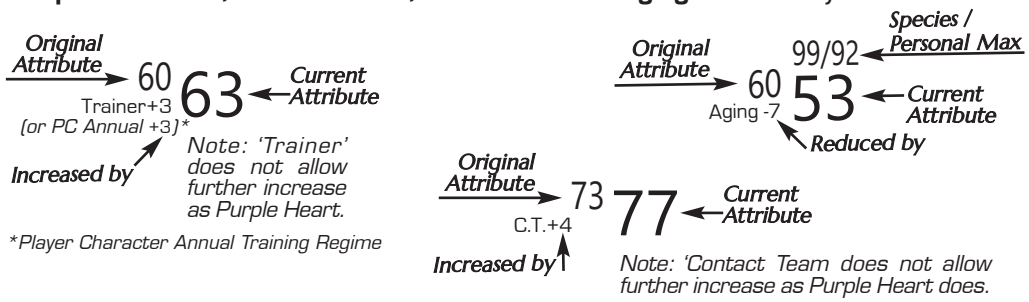
Flag-rank officers tend to be placed high in Star Fleet offices, the Federation Regulatory system or even liaison with, or retired to, private industry. Captain-rank command ships, but also tend to be borderline administrators, overseeing the largest of primary ships, bases, outposts or convoys of the largest of transport vessels in the Colonization Division and Merchant Marines.

As to Purple Hearts.

During creation, it is at GM Discretion for PC/NPCs to pursue therapy for an affected Attribute(s) for each of the years *after* the medal was awarded per "Increasing Attributes", Book 1. Once the previous natural rating has been achieved, further advancement in that Attribute alone is allowed. Unaffected Attributes and all Non-Purple Heart PC/NPCs are forbidden this avenue. The reasoning for extended increases is that once habits are achieved they are maintained. Otherwise revert appropriate Attributes herein to original Purple Heart rating.



Lifepath Trainers, Contact Team, PC Annuals and **Aging** are similarly notated.



Editorial Note

Deciding where to draw the line on character particulars was difficult. On the one hand, I don't want to constrain any GM to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you, the GM, need concern yourself with -unless it's relevant to your story points. Thus, as with all gaming items, change what you wish to suit purposes at hand. Raise/lower numbers, change names, heights and identities to your ends desire.

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station. Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell, such as how Lt. Steppes will be having a child much sooner than he was thinking.

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time and money. However, my old artist pal, T-Pi, came across a so-called AI image generator. While results tend to be on the nightmarish side, some few acceptable portraits were coaxed out of it. Many if not all are modified slightly to heavily. There are no such things as 'Tellarites' for the Stable Diffusion program to work from, so it gets stuck on details like that and needs work-arounds and post-editing. Lots of post-editing. Imagery thus generated is ©you, but there are some minimal terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2025 TPi insofar as it is.

Dice on!

Jack Photon, 2025

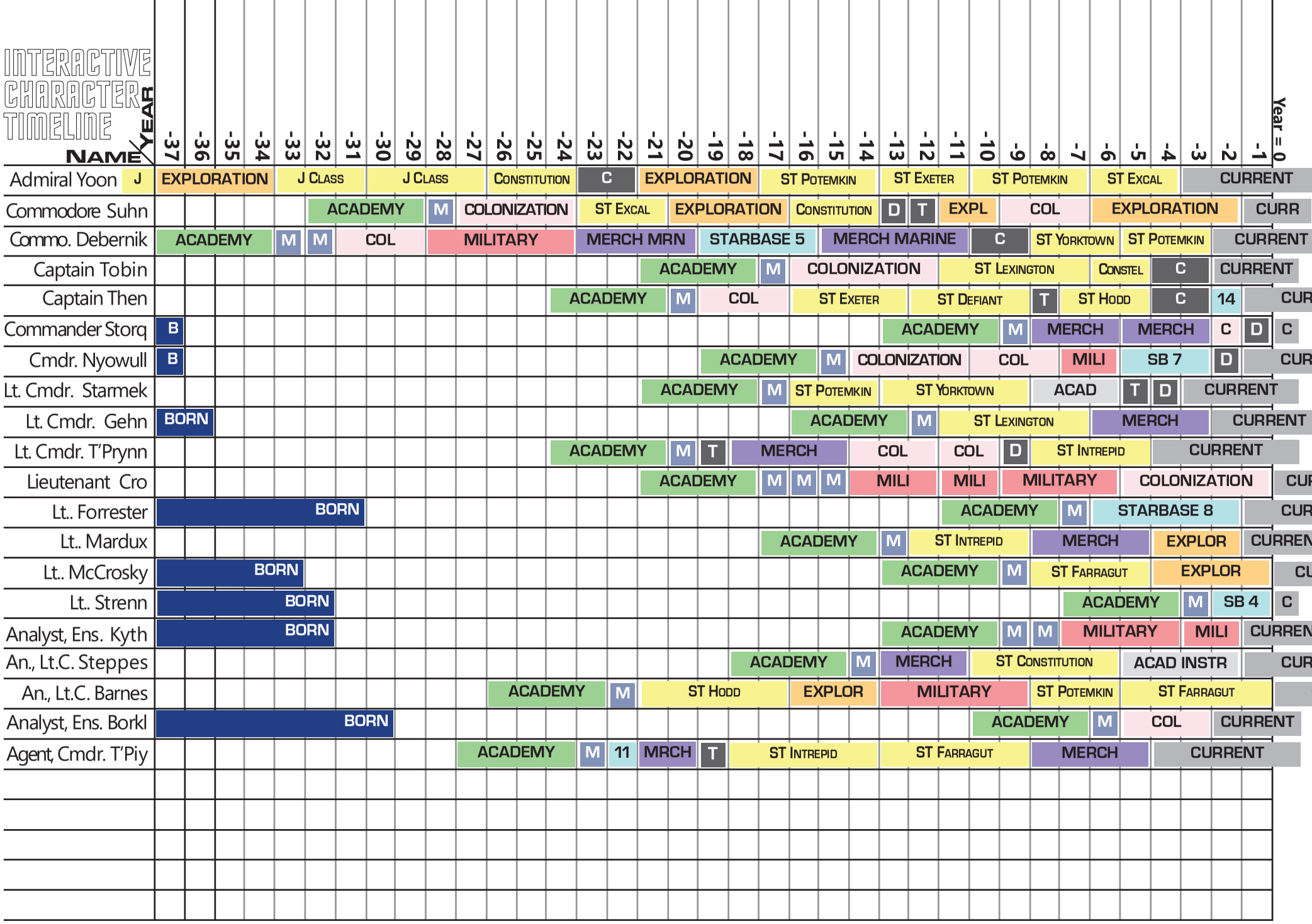
PS. If printing this as one tome for binding, print pages 3 -106, double-sided. (32lb plain white is this author's preferred paper.)

Pages 1, 2 & 107, 108 are inner/outer covers. (Spine label to right.) ⟶

Heavy, (48-72 lb) dble-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side with odd-pages on the right.

INTERACTIVE CHARACTER TIMELINE



LEGEND

ACADEMY | STARSHIP | MILITARY | MERCH MARINE | ACAD INSTRUCTOR | BORN

MIDSHIPMAN | EXPLORATION | COLONIZATION | STARBASE | CURRENT

M | SB # | ST Name

C COMMAND SCHOOL

D DEPARTMENT HEAD

T CONTACT TEAM

Name Betty Yoon

Homeworld Earth

Childhood Small village

Family Famous, Okay

Parents Both dead, natural

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/(N)/?	(Y)O/T	Ht / Dis / N / Lk / (Lv) / Hr	(A)/P/E
2.	(Y)/N/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
3.	(Y)/N/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
4.	Y/N/(?)	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	A/(P)/E
(5)	Y/(N)/?	Y/O/(T)	Ht / (Dis) / N / Lk / Lv / Hr	A/P/(E)
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Trainer, STR +4

Cadet Call on friendly locals

Term
1 Happy romance
2 -
3 Friend, common interest
4 -
5 Fast X's
6 Mentor, Chemistry +9
7 -
8 -
9 Happy romance
10 En: Underling, hate them, just don't like
11 Friend, former lover
(12)

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	Chemistry	STR
2.	ST Nav	
3.	ST Helm	

Awards and Honors

Cadet Grad High Honors

Term
1 SF Honor Roll
2 -
3 SF Decoration for Gallantry
4 SF Citation for Gallantry, Gold Palms
5 -
6 -
7 -
8 -
9 SF Decoration for Valor
10 -
11 -
(12)

250522.00

History and Notes

Nothing escapes Betty's attention. Even as a child, she was one of the most perceptive around. Her ability to persevere under almost all circumstances is profound. There is no obstacle Betty has ever faced that she has not overcome.

Betty is second only to Garth of Izar in terms of charting new worlds and discovering new phenomenon. Once assigned a starship command, she never let go.

Dreams and Directions

A galactic authority in no less than three varied fields, a Doctorate, a Masters and a dozen Baccalaureates, numerous institutes, collectives, associations, councils and Starfleet itself want Betty to themselves.

Betty is in her 41st service year. While she could retire with full pension now, there are nine years before mandatory retirement kicks when she must make a decision. Luckily, she was able to schedule this current tour to visit a few of her options,

STARFLEET OFFICER RECORD

NAME ADMIRAL BETHANY YOON

NAME	Betty Yoon
SPECIES	HUMAN
P.O.B.	EARTH
RANK	ADMIRAL
BRANCH	SCIENCE
ASSIGNMENT	MINOR NAV
AGE	65
SEX	F
HT	5'4
WT	95
HAIR	BLACK
EYES	BROWN
D.O.B.	

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CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st					■						■
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes

CREDITS 2.88 mcr

ACTIVE DUTY		SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
1st			■							3	AV	J Class Starship / SF Honor Roll
2nd				■						4	EX	- / -
3rd			■							3	EX	J Class Starship / SF Decoration for Gallantry
4th			■							4	EX	J Class Starship / SF Citation for Gallantry + Gold Palms
5th			■							3	EX	USS Constitution, Shakedown+1st year Maiden / -
6th	C									2	/	- / -
7th				■						4	PO	- / -
8th			■							4	AV	USS Potemkin / -
9th			■							3	AV	USS Exeter / SF Decoration for Valor
10th			■							4	AV	USS Potemkin / -
11th			■							3	AV	USS Excalibur / -
CURR 12th			■							5		4yrs in

Cadet Cruise - / Grad High Honors

STR	END	INT	DEX	CHA	COOL	LUC	PSI
51 55 Trainer +4	61	90	62	70	62	100	18

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
66	95	76	80	95

Administration 80	Def Shield Tech 22	Mechanics	ST Navigation 20
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 41
Appraisal	Ecology 41	Meteorology 2	ST Services
Archaeo Egyptian 3	Electronics 30	Negot/Diplomacy 42	ST Weapon Ops 10
	Enviosuit Ops 30	Oceanography	ST Weapons Tech
Art	Federation History 41	PersWpnTech	Stealth/Hide
	Federation Law 30	Philosophy	Streetwise 17
Astron/Atrophys 40	Forgery		Survival Tropical 7
Biology	Gaming	Physics General 99	
	Gambling		Track/Evade
Botany	Geology 91	Psych Human 25	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing 40		Seduction	Trivia Klingon food 10
Chemistry 38	Holotechnology	Shuttle Pilot	
Combat	Instruction 40	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 26	Vehicle Op Grav 7
Sword Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 40	Lang Klingon 16	Sports	Warp Drive Tech 40
Modern 31			Zoology
Computer Op 60	Law	ST Cbt Tac/Str. 70	
Computer Tech 90		ST Comm Proc 5	
Culture	Leadership 45	ST Comm Tech	
	Life Support Tech 10	ST Engineering	
Dmg Ctrl Proc 10	Materials Science 42	ST Helm 12	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
61			
CURRENT			
SAVE (END/2 rd) 30			
SAVE (END/4 rd) 15			
UNC (END/10 rd) 6			

ATTRIBUTE FATIGUE EFFECTS

LUC Pool	PSI Vector	PSI Pool	((INT+CHA+PSI)/3) rd
100	61		

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 2
TOTAL.....= 1d10+5

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	31	62	46 PER SETTING
H-T-H	40	62	51 1d10+5
Sword	10	62	36 4d10+2

Action Point Table A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5

Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Betty Yoon	AGE	65	STR	D
SPECIES	P.O.B.	SEX	F	END	D
Human	Earth	HT	5'6	INT	A
BRANCH	Science	WT	110	DEX	D
	Minor NAV	HAIR	Black	CHA	C
RANK	Admiral	EYES	Brown	COOL	D
CURRENT ASSIGNMENT		D.O.B.		LUC	Z
				PSI	G

Top Skills

1. Physics, A-9
2. Geology, A-1
3. CompTech, A-0
4. Admin, B
5. ST CbtTac, C

Dept Head Y/(N) | Cmd School (Y)/N

Contact Team Certified? Y/(N) F

2500.2.00

Service Record

Honors

Graduated High Honors, Top 1%
SF Honor Roll
SF Decoration for Gallantry
SF Citation for Gallantry
Gold Palms
SF Decoration for Valor

Assignments

YEARS SERVED 41

Cadet	Colonization
Term 1	J Class Starship
Term 2	Exploration
Term 3	J Class Starship
Term 4	J Class Starship
Term 5	USS Constitution, Shake-down and 1st year Maiden Voyage
Term 6	Command School
Term 7	Exploration
Term 8	USS Potemkin
Term 9	USS Exeter
Term 10	USS Potemkin
Term 11	USS Excalibur
Term 12	Current, 4yrs in on 5

Name Suhn

Homeworld Vulcan

Childhood Large city

Family Common folk, I am only crash survivor

Parents Both dead, accident

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Senseii, Cbt, Modern +10

Cadet -

Term

1 -
2 En: Boss, hates me, betrayal
3 Friend, like a mother
4 -
5 Friend, like a kid sister
6 Pon-far most satisfactory
7 Trainer, STR +5
8 Pon-far most satisfactory
9 Lost -100cr
10
11
12

History and Notes

Failing out of Contact Team School was a deliberate choice. Suhn prefers the quietude of the office, the computers, theoretical studies and research than the edge-of-space, in-your-face risks and dangers of new discoveries.

Having been made Commodore last term, Suhn is now in a position to assign himself Starbase duties whether as commander or Department Head. Perhaps there is a research array under construction to oversee. Suhn enjoys the research so, is not quite ready for the bureaucratic ranks of Starfleet's options.

Dreams and Directions

A quick investigation should reveal which Starbase would be ideally suited to Suhn's purposes.

Perhaps a newer, frontier Starbase with live results coming in from the Scouts. Perhaps an established base with renowned facilities and where all the data is ultimately sent to anyway. Perhaps there is a third alternative within Starfleet. It is certain Suhn would not resign. Not as yet.

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Fed Law	CHA
2. Carousing	
3. Instruction	

Awards and Honors

Cadet Purple Heart, Purple Heart

Term

1 -
2 Purple Heart
3 -
4 -
5 -
6 -
7 -
8 -
9 -
10
11
12

Purple Heart Therapy: DEX

Year	ATT+mod
01	60 + 2
02	62 + 1
03	63 + 0
04	63 + 0
05	63 + 5
06	68 + 0
07	68 + 0
08	68 + 0
09	68 + 0
10	68 + 0
11	68 + 0
12	68 + 0
13	68 + 0
14	68 + 4
15	72 + 3
16	75 + 0
17	75 + 0
18	75 + 0
19	75 + __
20	
21	
22	

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STARFLEET OFFICER RECORD

NAME Suhn | AGE 57
SPECIES Vulcanian | P.O.B. Vulcan | SEX M
RANK Commodore | HT 6'0
BRANCH Science | WT 185
ASSIGNMENT Minor Diplo | HAIR Auburn | EYES Brown
D.O.B. 250522.00

NAME COMMODORE SUHN

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st					■		■	■			
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes

CREDITS 52kcr

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
1st					■			4	EX	- / -
2nd		■					■	3	AV	USS Excalibur, Shakedown+ 1st yr Maiden / Purple Heart, Scratch
3rd			■					4	EX	- / -
4th		■						3	AV	USS Constitution / -
5th	D							1	/	- / -
6th	T							1	F	- / -
7th			■					2	PO	- / -
8th				■				3	AV	- / -
9th			■					5	AV	- / -
CURR 10th								3		1yr in
11th										
12th										

Cadet Cruise - / Purple Heart, Scratch; Purple Heart, Major DEX -9

STR	END	INT	DEX	CHA	COOL	LUC	PSI
79 **84**	80 **84**	**80**	65/58 99/90 **75**	62 **66**	**96**	**32**	**72**
Trainer +5	C.T.+4		-9 Major C.T.+2 P.T.+15	C.T.+4			

FOOLIES Vulcan -10 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS Vulcan +10 (INT+COOL)/2 round down	Vulcan +10 PERSEVERENCE Vulcan +10 (END+LUC)/2 round down	(INT+LUC)/2 round down
71	**56**	**98**	**68**	**66**

Administration . . . 71	Def Shield Tech . . .	Mechanics 20	ST Navigation . . . .
Anthrop . . .	Demolitions	Medicine . . .	ST Security 10
. . .	Disguise	. . .	ST Sensors 50
Appraisal	Ecology	Meteorology . . .	ST Services . . . .
Archaeo Vulcan . 8	Electronics 41	Negot/Diplomacy. 30	ST Weapon Ops . . .
. . .	Enviosuit Ops . . . 20	Oceanography . . . 10	ST Weapons Tech .
Art Appreciation . 40	Federation History . 25	PersWpnTech . . .	Stealth/Hide . . .
. . .	Federation Law . . . 23	Philosophy Nome . 45	Streetwise . . . .
Astron/Atrophys . . 91	Forgery	. . .	Survival . . .
Biology . . .	Gaming	Physics General . 80	. . .
. . .	Gambling	. . .	Track/Evade. . . .
Botany	Geology	Psych . . .	Trade & Commerce.
Bribery	Hvy Wpns Op/Tech .	. . .	Transporter Ops . . .
Burglary	History . . .	Scrounge	Transporter Tech. .
Carousing . . . 27	. . .	Seduction	Trivia . . .
Chemistry 31	Holotechnology . .	Shuttle Pilot	. . .
Combat	Instruction 30	Shuttle Sys Tech .	Variable-G Ops . .
Archaic . . .	Interrogation	Sm Equip Tech. . 27	Vehicle Op . . .
Bo stick Armed . . . 10	Intimidate	Sm Unit Tactics . 5	. . .
H-T-H . . . 25	Lang Andorian . 25	Sports Vulcan Tennis . 5	Warp Drive Tech . .
Modern . . . 35	Klingon . 18	. . .	Zoology . . . . .
Computer Op . . . 70	Law . . .	ST Cbt Tac/Str. . .	. . .
Computer Tech . 84	. . .	ST Comm Proc . . .	. . .
Culture Andorian . 20	Leadership 55	ST Comm Tech . . .	. . .
. . .	Life Support Tech . 10	ST Engineering	. . .
Dmg Ctrl Proc . . . 20	Materials Science. . .	ST Helm	. . .

ACTION POINTS
1
2
3
4
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10
11

UNCONSCIOUS SAVES

NATURAL	84
CURRENT	
SAVE (END/2 rd)	42
SAVE (END/4 rd)	21
UNC (END/10 rd)	8

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 32

PSI Vector 72

PSI Pool 72

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	35	75	55 PER SETTING
H-T-H	25	75	50 2d10+1
Bo stick	10	75	42 1d10+9

Action Point Table

Ⓐ *Opportunity Action*

Position Change	
Ⓐ Turn in Place	1
Stand-to-Sit or reverse	1
Ⓐ Stand-to-Kneel or reverse	1
Ⓐ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Ⓐ Short Communication	1
Draw and Ready Device	2
Ⓐ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Ⓐ Quick-Draw and Fire	3
Ⓐ Fire Ready Weapon	1
Ⓐ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Ⓐ Attack	min. 3
Ⓐ Parry/Defend	min. 2
Ⓐ Dodge	min. 3
Ⓐ Duck Thrown Weapon	2
Ⓐ Hide in Same Square	1
Ⓐ Hide in Adjacent Square	4
Ⓐ Roll Sideways	2
Ⓐ Drop-to-Ready	1
Ⓐ Drop-to-Prone	0
Ⓐ Dive to Prone	2
Ⓐ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Suhn	AGE	57	STR	C
SPECIES	P.O.B.	SEX	M	END	B
	Vulcanian / Vulcan	HT	6'0	INT	B
BRANCH	Science / Minor Diplo	WT	185	DEX	C
RANK	Commodore	HAIR	Auburn	CHA	D
CURRENT ASSIGNMENT		EYES	brown	COOL	A
		D.O.B.		LUC	F
				PSI	C

Top Skills

1. Physics, B
2. CompTech, B
3. Admin, C
4. Comp Op, C
5. Leadership, D

Dept Head Y/N | Cmd School Y/N

Contact Team Certified? Y/N/F

Service Record

Honors

Purple Heart
Purple Heart
Purple Heart

Assignments — YEARS SERVED 27

Cadet	Colonization
Term 1	Colonization
Term 2	USS Excalibur, Shakedown + 1st year Maiden Voyage
Term 3	Exploration
Term 4	USS Constitution
Term 5	Department Head School
Term 6	Contact Team
Term 7	Exploration
Term 8	Colonization
Term 9	Military
Term 10	Current, 1yr in on 3
Term 11	
Term 12	

Name Austin Debernik

Homeworld Starbase 1

Childhood Utopia

Family Bureaucrats, Okay

Parents Father dead, natural

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
(2)	(Y)/N/?	Y/(O)/T	Ht / Dis / N / (Lk) / Lv / Hr	(A)/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Trainer, CHA +4
Cadet 1 -
2 En: Ex-friend, mutual, foiled plans
Term 1 En: Underling, hate them, rom rival
2 Headache: Trusted ally turns
3 Headache: Falsely accused
4 Rom, Prob, my friends seek split
5 -
6 -
7 En: Rel, hates me, refused personal
8 En: PlanetOfficial, mutual, betrayal
(9)
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Comp Op	---
2. Cbt, HTH	
3. Meteorology	

Awards and Honors

Cadet, 1 -
2 Graduated with Honors
REPRIMAND

Term 1 -
2 -
3 -
4 -
5 -
6 -
7 -
8 -
(9)
10
11
12

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History and Notes

His first tour with the new promotion, Austin is the only un-decorated Commodore to start his career with a reprimand; and with enemies and headache after headache of a career, Austin's absolutely Exemplary service settled his home in the flag ranks.

While there aren't many Archaeologist-Commodores, it is Austin's Leadership skills that have gotten him where he is, his affability and high level of Orion insight that landed him Commodore. Indeed. he has rarely moved away from the Orion sphere of influence his entire career.

Dreams and Directions

Field work is always great and if he were to command a ship again, he would prefer a smaller, more secure routine than that of a Starship.

Ideally, it may be nearing time to move into the bureaucracy. There are several positions in the Science Bureau that could be intriguing. Or perhaps a lone dig on some forsaken planet for a few years; the quietude of solitude after a long career of top, peak performance. Time to shift gears as they once said on old Earth.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st	■									
2nd	■								■	
3rd										
4th										
5th										
6th										

NAME Austin Debernik AGE 56
SPECIES HUMAN P.O.B. STARBASE 1 SEX M
RANK COMMODORE HT 5'11
BRANCH SCIENCE WT 175
ASSIGNMENT MINOR COMM HAIR PURPLE
EYES GOLD
D.O.B. 250522.00

Personal/Family Notes

CREDITS 120 kcr

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes
1st				■					3	PO	- / -
2nd			■						5	EX	- / -
3rd					■				4	EX	- / -
4th						■			4	EX	SB#5
5th					■				5	EX	- / -
6th	C								2	/	- / -
7th		■							3	EX	USS Yorktown / -
8th		■							3	EX	USS Potemkin / -
CURR 9th									4		2yrs in
10th											
11th											
12th											

Cadet Cruise | USS Excalibur / - : USS Excalibur / Grad Honors + REPRIMAND!

STR	END	INT	DEX	CHA	COOL	LUC	PSI
60	60	70	61	76 80 Trainer +4	62	43	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
71	59	69	56	59

Administration 41	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 30
Appraisal	Ecology 40	Meteorology 16	ST Services 5
Archaeo Earth, ancient 71	Electronics 5	Negot/Diplomacy 26	ST Weapon Ops
Orion, Rigel System 80	Enviosuit Ops 42	Oceanography	ST Weapons Tech
Art Painting 10	Federation History 30	PersWpnTech	Stealth/Hide
	Federation Law 30	Philosophy	Streetwise
Astron/Atrophys 30	Forgery		Survival Desert 54
Biology	Gaming 20	Physics General 27	
	Gambling 15		Track/Evade
Botany	Geology	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops 15
Burglary	History	Scrounge	Transporter Tech.
Carousing 3		Seduction	Trivia
Chemistry 25	Holotechnology	Shuttle Pilot	
Combat	Instruction 30	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 42	Vehicle Op
Club Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 35	Lang Orion 35	Sports	Warp Drive Tech
Modern 15			Zoology
Computer Op 39	Law	ST Cbt Tac/Str. 20	
Computer Tech 51		ST Comm Proc 20	
Culture	Leadership 70	ST Comm Tech 12	
	Life Support Tech 28	ST Engineering	
Dmg Ctrl Proc 17	Materials Science	ST Helm	

NAME COMMODORE AUSTIN DEBERNIK

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		60				43	49	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 30	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 15						
5		UNC (END/10 rd) 6						
6								
7								
8								
9								
10								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	15	61	38 PER SETTING
H-T-H	35	61	48 1d10+4
Club	10	61	35 2d10+3

Action Point Table

A = *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Austin Debernik	AGE	56	STR	D
SPECIES	Human	SEX	M	END	D
P.O.B.	Starbase 1	HT	5'11	INT	C
BRANCH	Science Minor Comm	WT	175	DEX	D
		HAIR	Purple	CHA	C
RANK	Commodore	EYES	Gold	COOL	D
CURRENT ASSIGNMENT		D.O.B.		LUC	E
				PSI	H

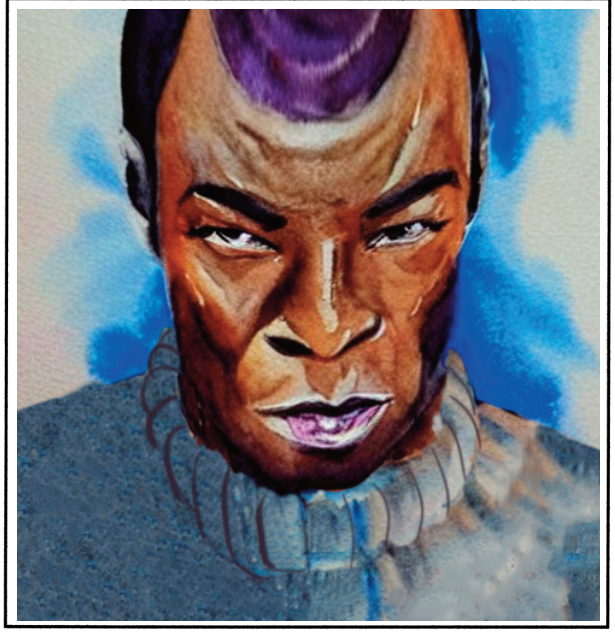
Top Skills

1. Archaeo, B
2. Archaeo, C
3. Leadership, C
4. Srvl, Desert, D
5. CompTech, D

Dept Head Y/(N) | Cmd School (Y)/N

Contact Team Certified? Y/(N) F

Service Record



Honors

Year 2 Cadet, Graduated with Honors

REPRIMAND

Assignments

YEARS SERVED 31

Cadet	1. USS Excalibur	2. USS Excalibur
Term 1	Colonization	
Term 2	Military	
Term 3	Merchant Marine	
Term 4	Starbase 5	
Term 5	Colonization	
Term 6	Command School	
Term 7	USS Yorktown	
Term 8	USS Potemkin	
Term 9	Current, 2yrs in on 4	
Term 10		
Term 11		
Term 12		

Name Molly Tobin

Homeworld Barnard III

Childhood Big city

Family Researchers, I inherited the family debt

Parents Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy En: Ex-friend, hate them, desert/betray

Cadet Call on friendly locals for favor

Term

1 Authority Friend on local planet
2 -
3 Friend, like a kid brother
4 Illness. Lasting effects?
⑤
6
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Life Support Tech	DEX
2. Warp Drive Tech	
3. Intimidation	

Awards and Honors

Cadet Purple Heart

Term

1 -
2 -
3 -
4 -
⑤
6
7
8
9
10
11
12

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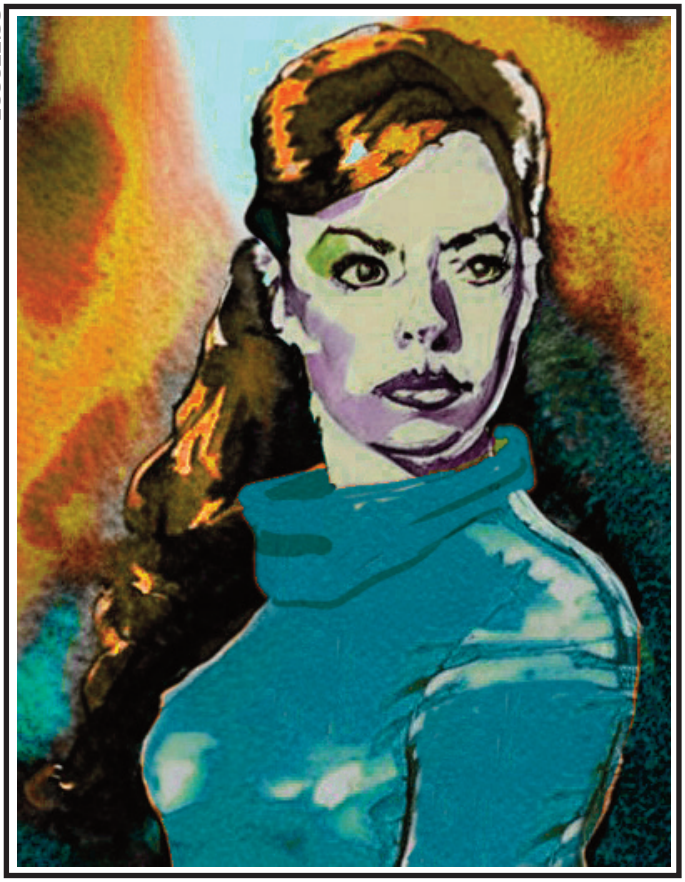

History and Notes

A Doctorate in Physics with supporting Masters in ST Sensors and Comp Op, Molly is also an Esquire with Bachelors in Leadership and ST Combat amongst others.

Molly grew up with tales of the Four Years War and studied from the start to defend herself and her family from the Klingons. Playing Federation and Klingon warriors in the back yard as a child was a highlight for her.

Dreams and Directions

Molly's knowledge of Klingons keeps her proximate to their border, but she will have to study hard to get closer.

Molly's ideal path is through the Military or Exploration secondarily As a newly minted Captain, she was hoping to get a Scout, Destroyer. or small patrol craft and crew.

STARFLEET OFFICER RECORD

NAME Molly Tobin | AGE 40
SPECIES HUMAN | P.O.B. BARNARD III | SEX F | HT 5'8
RANK CAPTAIN | WT 112
BRANCH SCIENCE | HAIR RED
ASSIGNMENT MINOR LEGAL | EYES GREEN
D.O.B.

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NAME CAPTAIN MOLLY TOBIN

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st				■					■		
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st					■						
2nd		■									
3rd		■									
4th	C										
CURR 5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise - / Purple Heart, Scratch
5	EX	- / -
5	EX	USS Lexington / -
2	EX	USS Constellation / -
2	/	
3		Starting 3rd year

Personal/Family Notes

CREDITS 81.6 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
62	62	80	69	75	70	60	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
72	70	75	61	70

Administration 63	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 70
Appraisal	Ecology	Meteorology	ST Services
Archaeo	Electronics 42	Negot/Diplomacy 20	ST Weapon Ops
	Enviosuit Ops 10	Oceanography 10	ST Weapons Tech
Art Dance 29	Federation History 51	PersWpnTech	Stealth/Hide
	Federation Law 50	Philosophy	Streetwise 11
Astron/Atrophys 46	Forgery		Survival
Biology	Gaming 10	Physics General 84	
	Gambling		Track/Evade
Botany	Geology	Psych Klingon 5	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing 23		Seduction	Trivia
Chemistry	Holotechnology	Shuttle Pilot	
Combat	Instruction 27	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation 15	Sm Equip Tech 40	Vehicle Op
Staff Armed 10	Intimidate 10	Sm Unit Tactics	
H-T-H 25	Lang Klingon 27	Sports	Warp Drive Tech 20
Modern 25			Zoology
Computer Op 71	Law	ST Cbt Tac/Str 45	
Computer Tech 44		ST Comm Proc	
Culture Klingon 26	Leadership 55	ST Comm Tech	
	Life Support Tech 20	ST Engineering	
Dmg Ctrl Proc	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		62				60	52	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 31	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 15						
5		UNC (END/10 rd) 6						
6								
7								
8								
9								
10								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	25	69	42 PER SETTING
H-T-H	25	69	42 1d10+4
Staff	10	69	39 3d10+4

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Molly Tobin	AGE	40	STR	D
SPECIES	Human	SEX	F	END	D
P.O.B.	Barnard III	HT	5'8	INT	B
BRANCH	Science Minor Legal	WT	112	DEX	D
		HAIR	Red	CHA	C
RANK	Captain	EYES	Green	COOL	C
CURRENT ASSIGNMENT		D.O.B.		LUC	D
				PSI	H

Top Skills

1. Physics, B
2. ST Sensors, C
3. Comp Op. C
4. Leadership, D
5. ST Cbt, D

Dept Head Y/(N) | Cmd School (Y)/N

Contact Team Certified? Y/(N) F

Service Record

Honors

Purple Heart

Assignments

YEARS SERVED 16

Cadet	Military
Term 1	Colonization
Term 2	USS Lexington
Term 3	USS Constellation
Term 4	Current, Starting 3rd year on 3
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Aris Then

Homeworld Andor

Childhood Military zone

Family Diplomats, lost all to mismanagement

Parents Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Windfall, 1kcr

Cadet En: Boss, hates me, major humiliation

Term
1 Rom, Probs, conflicting goals
2 -
3 -
4 Fast X's
5 Big Creds, +40kcr
6 -
7 -
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Fed Law	DEX
2. Shuttle Pilot	
3. Sm Unit Tactics	

Awards and Honors

Cadet Graduated with High Honors

Term
1 Purple Heart
2 -
3 -
4 -
5 Grankite Order of Tactics
6 -
7 -
8
9
10
11
12

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History and Notes

Whether the Warriors of Andor keep track of Aris, he keeps tabs on them. He and his family were the subject to a Warrior raid targeting the diplomatic mission his parents were on. From that day, Aris devoted himself to Starfleet as his personal rebuke to the Warrior's ethos.

It was his first tour in Colonization that Aris came face-to-face with another of the Federation's 'enemies within', the K'Zin! A small raiding party attacked Aris' transport. Luckily, the K'Zin were exhausted, hungry and too desperate to think straight, allowing the Transport crew to defeat and capture the K'Zin -and not without distinct effort or regrettable loss.

Dreams and Directions

While expecting assignments targeting the Warriors, the tours Aris has been assigned to have expanded his notions of the galaxy at large. The Warriors seem almost a quaint distraction compared to the greater threats the Federation is faced with.

Still, the enemy within must be dealt with and Aris hopes to be part of the command that finally takes down the Warriors and ends their misery.

STARFLEET OFFICER RECORD

NAME Aris Then | AGE 58
SPECIES ANDORIAN | P.O.B. ANDOR | SEX M
RANK CAPTAIN | HT 5'10
BRANCH SCIENCE | WT 170
ASSIGNMENT MINOR SEC | HAIR WHITE | EYES BLUE
D.O.B. | 250522.00

NAME CAPTAIN ARIS THEN

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st					■						■
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st					■						
2nd		■									
3rd		■									
4th	T										
5th		■									
6th	C										
7th							■				
CURR 8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise - / Grad High Honors
3	AV	- / Purple Heart, Scratch
4	EX	USS Exeter / -
4	AV	USS Defiant / -
1	F	- / -
3	EX	USS Hood / Grankite Order of Tactics
2	/	
1	AV	SB#14
5		Finishing 2nd year

Personal/Family Notes

CREDITS 75 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
70 73 C.T.+3	71	75	65 69 C.T.+4	75 77 C.T.+2	77	47	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION Andor +10 (INT+LUC)/2 round down	FOCUS Andorian +10 (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
77	71	86	59	61

Administration 47	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 30
	Disguise		ST Sensors 50
Appraisal	Ecology 61	Meteorology	ST Services
Archaeo	Electronics 9	Negot/Diplomacy 41	ST Weapon Ops
	Enviosuit Ops 40	Oceanography	ST Weapons Tech
Art	Federation History 40	PersWpnTech	Stealth/Hide
	Federation Law 37	Philosophy	Streetwise 19
Astron/Atrophys 40	Forgery		Survival Arctic 32
Biology	Gaming 5	Physics 58	
	Gambling		Track/Evade
Botany	Geology	Psych K'Zin 5	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing		Seduction	Trivia K'Zin Entertainment 3
Chemistry 9	Holotechnology	Shuttle Pilot 17	
Combat	Instruction 30	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation 5	Sm Equip Tech. 30	Vehicle Op Tracked 15
Sword Armed 15	Intimidate	Sm Unit Tactics 10	
H-T-H 40	Lang K'Zin 10	Sports	Warp Drive Tech
Modern 35			Zoology
Computer Op 30	Law	ST Cbt Tac/Str. 50	
Computer Tech 20		ST Comm Proc	
Culture K'Zin 8	Leadership 50	ST Comm Tech	
	Life Support Tech 40	ST Engineering	
Dmg Ctrl Proc 40	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 71 / CURRENT	WOUND FATIGUE STUN	LUC Pool 47	PSI Vector 51 / PSI Pool	((INT+CHA+PSI)/3) rd
1			ATTRIBUTE FATIGUE EFFECTS			
2		SAVE (END/2 rd) 35				
3						
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 2
TOTAL.....= 1d10+5

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	35	69	52 PER SETTING
H-T-H	40	69	54 1d10+5
Sword	15	69	42 4d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Aris Then	AGE	58	STR	C
SPECIES	Andorian	SEX	M	END	C
P.O.B.	Andor	HT	5'10	INT	C
BRANCH	Science Minor Sec	WT	170	DEX	D
RANK	Captain	HAIR	White	CHA	C
CURRENT ASSIGNMENT		EYES	Blue	COOL	C
		D.O.B.		LUC	E
				PSI	H

Top Skills

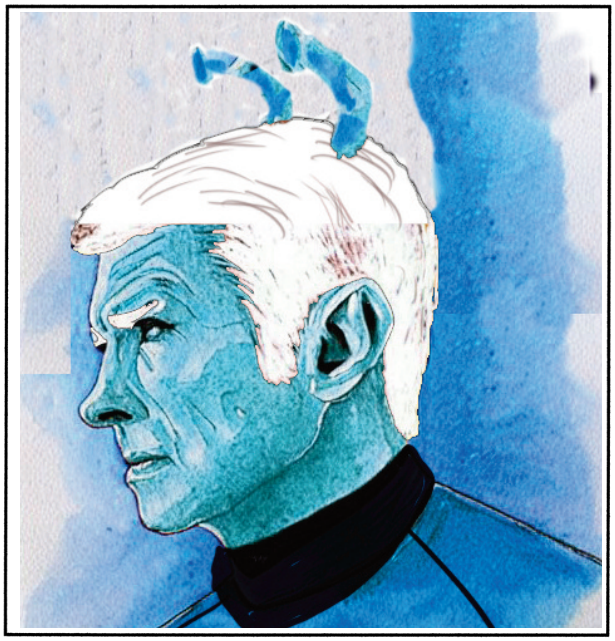
1. Ecology, D
2. Physics, D
3. St Cbt, D
4. Leadership, D
5. Negot/Diplo, D

Dept Head Y/N (N)

Cmd School Y/N (Y)

Contact Team Certified? Y/N (F)

Service Record



Honors

Graduated High Honors, Top 7%
Purple Heart
Grankite Order of Tactics

Assignments YEARS SERVED 20

Cadet	Colonization
Term 1	Colonization
Term 2	USS Exeter
Term 3	USS Defiant
Term 4	Contact Team
Term 5	USS Hood
Term 6	Command School
Term 7	Starbase 3
Term 8	Current, Finishing 2nd year on 5
Term 9	
Term 10	
Term 11	
Term 12	

Name Storq

Homeworld Vulcan

Childhood Small village

Family Diplomats, Okay

Parents Separated, Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy En: Ex-love, hates me, foiled plans
Cadet Happy romance

Term
1 -
2 -
3 Friend, relative
4 Senseii Cbt, Modern +8
⑤
6
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Deflector Shield Tech	STR
2. ST Engineering	
3. Transporter Tech	

Awards and Honors

Cadet Grad High Honors
SF Decoration for Conspicuous Valor

Term
1 Gold Palms, Gold Palms
2 -
3 -
④
5
6
7
8
9
10
11
12

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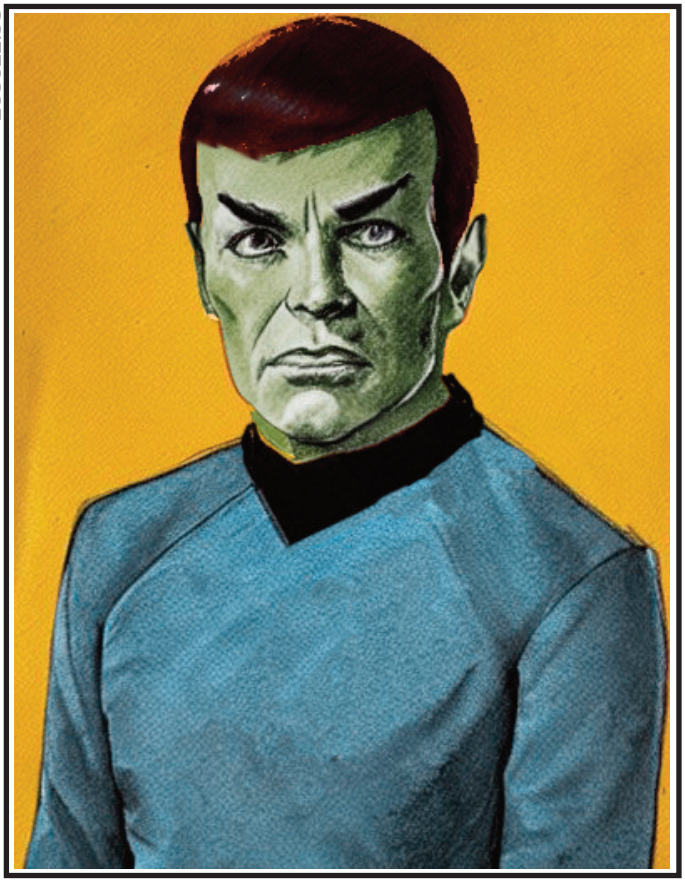

History and Notes

The decision to bypass the arranged marriage of his 3rd Ponfar to enter the Academy was logical. That Storq's mate did not share the same thoughts is regrettable. That Storq went on to have a most amenable relationship with another on his Cadet Cruise demonstrated Storq's correctness.

That Storq graduated top of class and earned Starfleet's Decoration for Conspicuous Valor was thanks directly to his fateful decision to join.

Dreams and Directions

The planetary dynamics Storq studied aboard Intrepid opened his mind to what the variable infinity of diversity into infinite combinations truly means. Storq's planetary observations & modeling achieved a new pinnacle.

That the last tours have been to known quantities has allowed him to verify models while his Engineering skills have come in use. However, Storq sees himself best suited to the Exploration Division again. If that is not his fate, so be it for everyone is where they belong and when.

STARFLEET OFFICER RECORD

NAME Storq | AGE 36
SPECIES Vulcanian | P.O.B. Vulcan | SEX M
RANK Commander | HT 5'10
BRANCH Science | WT 170
ASSIGNMENT Minor Eng | HAIR Black | EYES Brown
D.O.B. | 250522.00

NAME COMMANDER STORQ

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st		■									
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st						■					
2nd						■					
3rd					■						
4th	D										
CURR 5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise: USS Intrepid / Grad High Honors + SF Decoration for Conspicuous Valor
3	OU	- / Gold Palms + Gold Palms
3	AV	- / -
1	AV	- / -
1	/	- / -
1		Mid-1st year

Personal/Family Notes

CREDITS 16.8 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	70	100	70	65	90	09	21

FOOLIES Vulcan -10 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS Vulcan +10 (INT+COOL)/2 round down	PERSEVERENCE Vulcan +10 (END+LUC)/2 round down	(INT+LUC)/2 round down
67	54	99	48	64

Administration 56	Def Shield Tech 7	Mechanics 7	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 40
Appraisal	Ecology 70	Meteorology 54	ST Services
Archaeo Vulcan 12	Electronics 16	Negot/Diplomacy 10	ST Weapon Ops
	Enviosuit Ops 10	Oceanography	ST Weapons Tech
Art Music, Vulcan Flute 20	Federation History 20	PersWpnTech	Stealth/Hide
	Federation Law 20	Philosophy Nome 43	Streetwise 20
Astron/Atrophys 30	Forgery		Survival
Biology	Gaming 2	Physics General 48	
	Gambling		Track/Evade
Botany 20	Geology 30	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops 10
Burglary	History	Scrounge	Transporter Tech. 12
Carousing		Seduction	Trivia
Chemistry 21	Holotechnology	Shuttle Pilot	
Combat	Instruction 28	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 20	Vehicle Op
Lirpa Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 23	Lang Orion 13	Sports	Warp Drive Tech 25
Modern 41			Zoology
Computer Op 46	Law	ST Cbt Tac/Str.	
Computer Tech 46		ST Comm Proc	
Culture Orion 2	Leadership 36	ST Comm Tech	
	Life Support Tech 42	ST Engineering 20	
Dmg Ctrl Proc 10	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 70 / CURRENT	WOUND FATIGUE STUN	LUC Pool 09	PSI Vector 62	((INT+CHA+PSI)/3) rd
1						
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool 62	
3		SAVE (END/2 rd) 35				
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						
11						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	41	70	55 PER SETTING
H-T-H	23	70	46 2d10+1
Lirpa	10	70	40 4d10+8

Action Point Table *A Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Storq	AGE	36	STR	C
SPECIES	P.O.B.	SEX	M	END	C
	Vulcanian / Vulcan	HT	5'10	INT	Z
BRANCH	Science	WT	170	DEX	C
	Minor Eng	HAIR	Black	CHA	D
RANK	Commander	EYES	Brown	COOL	A
CURRENT ASSIGNMENT		D.O.B.		LUC	H
				PSI	G

Top Skills

1. Ecology, C
2. Meteorology, D
3. Comp Op, D
4. CompTech, D
5. LifeSpTech, D

Dept Head Y/N (Y) | Cmd School Y/N (N)

Contact Team Certified? Y/N (N) F

Service Record

Honors

Graduated High Honors, Top 10%
SF Decoration for Conspicuous Valor
Gold Palms
Gold Palms

Assignments — YEARS SERVED 8.5

Cadet USS Intrepid
Term 1 Merchant Marine
Term 2 Merchant Marine
Term 3 Colonization
Term 4 Current, Midway through 1st year on 1.
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Nyowull

Homeworld Cait

Childhood On the water

Family Law enforcement, Okay

Parents Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
①	Ⓨ/N/?	Ⓨ/O/T	Ht / Dis / N / Lk / Ⓛv / Hr	A/Ⓟ/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy -

Cadet En: Ex-love, hates me, don't like ea. other

Term
1 -
2 Friend, like father
3 En: Childhood rival, hates me, lost face
4 Fast X's
5 -
⑥
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Negot/Diplo	COOL
2. Sm Unit Tactics	
3. Cbt, H-T-H	

Awards and Honors

Cadet Grad High Honors

Term
1 Purple Heart, Purple Heart
2 SF Cit. for Consp. Gallantry, Purple Heart
3 -
4 -
5 -
⑥
7
8
9
10
11
12

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History and Notes

To earn three Purple Hearts in the span of one year is nothing to brag about. The first two toward the end of 1st Term, one of which was mortality-affecting! A radiation leak permanently weakened Nyowull's body. Given her graduate status and Outstanding career and skill set to that point, Starfleet issued a service waiver for her condition. with caveats

The third Purple Heart was earned soon after; this one also mortality-affecting and this time Nyowull's nervous system and motor control were afflicted. Now, from half a career ago, Nyowull has adjusted well and shines brightly as an Exemplary officer.

Dreams and Directions

Fourteen years in, Nyowull is not about to leave anytime soon, however she does yearn to be on the exploratory front of it all. There are numerous research vessels and stations floating around out there, any of which would be happy to have her aboard.

Still, given the situation, she is ever more able to see herself in a research role at some Starbase or even Institution after Star-fleet -*whenever that could be.*

STARFLEET OFFICER RECORD

NAME COMMANDER NYOWULL

NAME	Nyowull
SPECIES	CAITIAN
P.O.B.	CAIT
RANK	COMMANDER
BRANCH	SCIENCE MINOR SEC
ASSIGNMENT	
AGE	36
SEX	F
HT	5'7
WT	100
HAIR	GOLD
EYES	GREEN
D.O.B.	

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st			■							■
2nd										
3rd										
4th										
5th										
6th										

Personal/Family Notes

Starfleet Command grants physical service waiver to Nyowull while forbidding Starship assignments and preferring any Exploration assignments be focused on support roles.

CREDITS 11,750 cr

Awards, Honorifics and Notes

Cadet Cruise - / Grad High Honors

ACTIVE DUTY									Term Length	Efficiency	
1st					■		■		4	OU	- / Purple Heart, Scratch / Purple Heart, Mortal! DEX -64 / SB#7
2nd					■		■		3	AV	- / SF Citation for Conspicuous Gallantry / Purple Heart, Mortal! STR-57 /SB#7
3rd				■					2	EX	- / -
4th							■		3	EX	SB#7 / -
5th	D								1	/	
CURR 6th									5		1st year in
7th											
8th											
9th											
10th											
11th											
12th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI
94/37 70-33 -57 Mortal 37	60	85	114/50 70-20 -64 Mortal 50	75	79	58	65

FOOLIES	PERCEPTION	FOCUS	PERSEVERENCE
(CHA+COOL)/2 round down 77	Caitian +05 (INT+LUC)/2 round down 76	(INT+COOL)/2 round down 82	(END+LUC)/2 round down 59 (INT+LUC)/2 round down 71

Administration	40	Def Shield Tech		Mechanics		ST Navigation	
Anthrop		Demolitions		Medicine		ST Security	30
		Disguise				ST Sensors	70
Appraisal		Ecology	16	Meteorology	40	ST Services	
Archaeo		Electronics	26	Negot/Diplomacy	20	ST Weapon Ops	
		Enviosuit Ops	20	Oceanography		ST Weapons Tech	
Art Music, Vocals	13	Federation History	30	Pers Wpn Tech		Stealth/Hide	
		Federation Law	31	Philosophy		Streetwise	16
Astron/Atrophys	55	Forgery				Survival Tropical	10
Biology		Gaming	15	Physics General	71		
		Gambling				Track/Evade	
Botany		Geology	27	Psych K'Zin	5	Trade & Commerce	
Bribery		Hvy Wpns Op/Tech				Transporter Ops	
Burglary		History		Scrounge		Transporter Tech.	
Carousing	3			Seduction		Trivia	
Chemistry	20	Holotechnology		Shuttle Pilot	17		
Combat		Instruction	48	Shuttle Sys Tech		Variable-G Ops	
Archaic		Interrogation	15	Sm Equip Tech.	30	Vehicle Op Grav	5
Cane Armed	15	Intimidate		Sm Unit Tactics	20		
H-T-H	25	Lang K'Zin	27	Sports		Warp Drive Tech	
Modern	42					Zoology	
Computer Op	49	Law		ST Cbt Tac/Str.	10		
Computer Tech	59			ST Comm Proc			
Culture		Leadership	40	ST Comm Tech			
		Life Support Tech	71	ST Engineering			
Dmg Ctrl Proc	24	Materials Science		ST Helm			

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 60 / CURRENT	WOUND FATIGUE STUN	LUC Pool 58	PSI Vector 75 / PSI Pool	((INT+CHA+PSI)/3) rd
1			ATTRIBUTE FATIGUE EFFECTS			
2		SAVE (END/2 rd) 30				
3						
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						

BARE HAND DAMAGE... 1d10
SKILL BONUS.....+ 1
TOTAL.....= 1d10+1

WEAPON DAMAGE
STR BONUS.....+ 1
SKILL BONUS.....+ 0
TOTAL.....= 1

TO HIT TABLE

	(SKILL + DEX)/2=ToHit			Damage
Modern	42	50	46	PER SETTING
H-T-H	25	50	34	1d10
Cane	15	50	32	2d10+1

Action Point Table

A = *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Nyowull	AGE	36	STR	F
SPECIES	P.O.B.	SEX	F	END	D
	Caitian / Cait	HT	5'7	INT	B
BRANCH	Science / Minor Sec	WT	100	DEX	D
RANK	Commander	HAIR	Gold	CHA	C
CURRENT ASSIGNMENT		EYES	Green	COOL	C
		D.O.B.		LUC	D
				PSI	D

Top Skills

1. Physics, C
2. LifeSpTech, C
3. ST Sensors, C
4. CompTech, D
5. Comp Op , D

Dept Head Y (N) | Cmd School Y (N)

Contact Team Certified? Y (N) F

Service Record

Honors

Graduated High Honors, Top 3%
Purple Heart
Purple Heart
Purple Heart
SF Citation for Conspicuous Gallantry

Assignments

YEARS SERVED 14

Cadet Exploration
Term 1 Colonization
Term 2 Colonization
Term 3 Military
Term 4 Starbase 6
Term 5 Department Head School
Term 6 Current, Completing 1st year in on 5
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Dan Starmek

Homeworld Alpha Centauri

Childhood On the street

Family Common folk, Okay

Parents Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Happy romance
Cadet Fast X's

Term
1 Friend, Colleague
2 En: Boss, Hate them, desert/betray
3 Happy romance
4 Ruffled feathers
5 En: Colleague, mutual, refused prof.
⑥
7
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Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Geology	CHA
2. Meteorology	
3. Carousing	

Purple Heart
Therapy: CHA

Year	ATT+mod
01	63 + 3
02	66 + 0
03	66 + 0
04	66 + 4
05	70 + __
06	

Awards and Honors

Cadet -
Term 1 -
2 -
3 Purple Heart
4
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⑦
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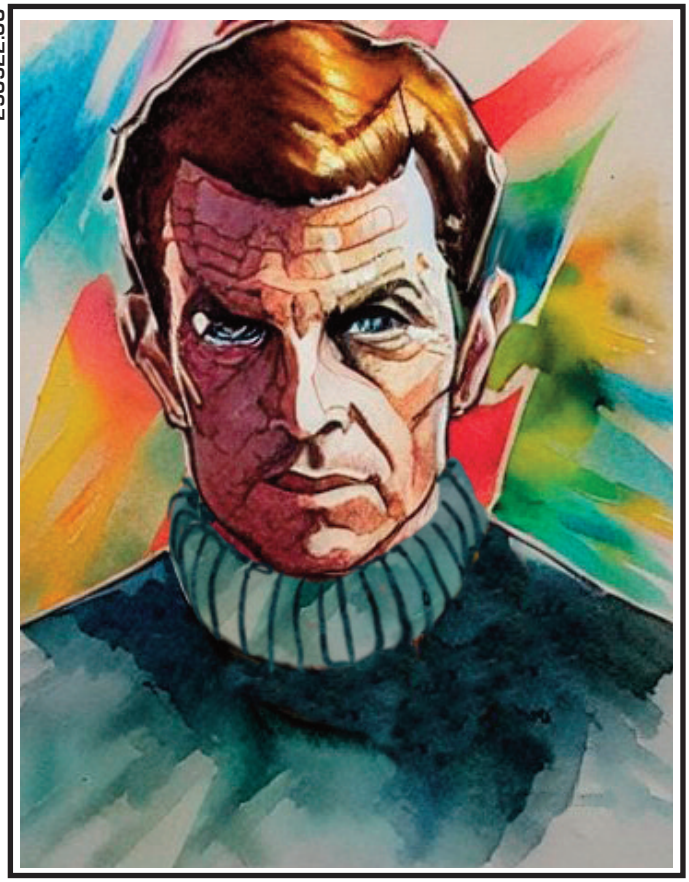

History and Notes

While accidents do happen, even at the Academy, they are extremely rare. And when they do happen, entire facilities are shut down for procedural safety reviews. Dan and his class triggered one of those reviews. As it turned out, even the Safety Review Board had to admit they hadn't considered the particular circumstances that led to Dan's Major wounds.

Still, it could have been far worse and Dan has used the reset and physical therapy to improve himself to better than he was before. He even met his now-wife at hospital, that pretty Nurse down the way.

Dreams and Directions

When married, decisions become mutual. Dan's wife has her career and ideas. Their agreement is that when they each reach 20yrs service, they'd look at what they've got, where they've been and figure where they want to be and how best to get there. More service? Private? Public sector? Self-employed? Planet? Ship-based? We'll see!

Both their next tours are scheduled together for 3yrs. She hits 20yrs service next year and Dan in 3yrs as their assignment ends. Time to start the preliminary thought-gathering!

STARFLEET OFFICER RECORD

NAME Dan Starmek | AGE 41
SPECIES A. CENTAURIAN | P.O.B. ALPHA CENTAURI | SEX M
RANK LT. COMMANDER | HT 5'9
BRANCH SCIENCE | WT 165
ASSIGNMENT | HAIR AUBURN
EYES BLUE
D.O.B. 250522.00

NAME LT. COMMANDER DANIEL STARMEK

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st		■									
2nd		■									
3rd						■	■				
4th	T										
5th	D										
CURR 6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Cadet Cruise / Awards, Honorifics and Notes
		USS Exeter / -
3	EX	- / USS Potemkin / -
5	AV	- / USS Yorktown / -
3	AV	- / Purple Heart, Major, CHA -7
1	F	- / -
1	/	- / -
4		Finishing 4th year

Personal/Family Notes

CREDITS 57.6 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
56 60 C.T.+4	70	70	68 70 C.T.+2	70/63 99/92 70 -7 Major P.T.+7	65 70 C.T.+5	30	02

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
70	50	70	50	50

Administration 54	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 50
Appraisal	Ecology	Meteorology 35	ST Services
Archaeo A. Centauri 26	Electronics 20	Negot/Diplomacy 10	ST Weapon Ops
	Enviosuit Ops 45	Oceanography	ST Weapons Tech
Art Drawing 19	Federation History 21	PersWpnTech	Stealth/Hide
	Federation Law 20	Philosophy	Streetwise
Astron/Atrophys 40	Forgery		Survival Temperate 5
Biology	Gaming	Physics General 40	
	Gambling		Track/Evade
Botany	Geology 38	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech.
Carousing 8		Seduction	Trivia
Chemistry 41	Holotechnology	Shuttle Pilot	
Combat	Instruction 46	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 20	Vehicle Op
Knife Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 15	Lang Vulcan 10	Sports	Warp Drive Tech
Modern 24			Zoology
Computer Op 45	Law	ST Cbt Tac/Str.	
Computer Tech 70		ST Comm Proc	
Culture	Leadership 30	ST Comm Tech	
	Life Support Tech 31	ST Engineering	
Dmg Ctrl Proc	Materials Science 20	ST Helm	

ACTION POINTS
1
2
3
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11

UNCONSCIOUS SAVES

NATURAL **70**

CURRENT

SAVE (END/2 rd) **35**

SAVE (END/4 rd) **17**

UNC (END/10 rd) **7**

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool **30**

PSI Vector **47**

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	24	70	47 PER SETTING
H-T-H	15	70	42 1d10+3
Knife	10	70	40 2d10+3

Action Point Table A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Daniel Starmek	AGE	41	STR	D
SPECIES	A.Centaurian	P.O.B.	Alpha Centauri	END	C
BRANCH	Science	SEX	M	INT	C
RANK	Lt. Commander	HT	5'9	DEX	C
CURRENT ASSIGNMENT		WT	165	CHA	C
		HAIR	Auburn	COOL	C
		EYES	Blue	LUC	F
		D.O.B.		PSI	H

Top Skills

1. CompTech, C
2. Admin, D
3. ST Sensors, D
4. Electronics, D
5. Enviosuit, D

Dept Head Y/N (Y) | Cmd School Y/N (N)

Contact Team Certified? Y/N (F)

Service Record

Honors

Purple Heart

Assignments YEARS SERVED 17

Cadet	USS Exeter
Term 1	USS Potemkin
Term 2	USS Yorktown
Term 3	Academy Instructor
Term 4	Contact Team School
Term 5	Department Head School
Term 6	Current, Finishing 4th year on 4
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Peth Genn

Homeworld Tellar

Childhood Outskirts

Family Scientists, scattered by misfortune

Parents Both dead

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	A/(P)/E
2.	Y/N/(?)	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
3.	Y/N/(?)	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
4.	(Y)/N/?	Y/O/(T)	Ht / Dis / (N) / Lk / Lv / Hr	(A)/P/E
5.	(Y)/N/?	(Y)/O/T	Ht / Dis / N / Lk / Lv / (Hr)	A/P/(E)
(6)	Y/(N)/?	Y/O/(T)	Ht / Dis / N / Lk / Lv / Hr	A/P/(E)
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy -

Cadet Ruffled feathers

Term 1 En: Locals, hate them, Accused flaw

2 En: Ex-friend, hates me, lost face

(3)

4

5

6

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11

12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Holotechnology	DEX
2. Cbt, Modern	
3. Deflector Shield Tech	

Awards and Honors

Cadet Graduated with Honors

Term 1 -

2 -

(3)

4

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History and Notes

Gehn is a rare triplet child. One twin and Gehn's parent killed themselves when news of the family's financial and social ruination hit. geth and his siblings scattered to the four corners of the galaxy, a bitterly divided family. That is, except for one younger sibling who worships the ship's decks Gehn walks upon.

While Gehn has no outstanding skills as such, he is widely competent and one of the few scientists engaged in Holotechnology research and development.

Dreams and Directions

Gehn had long considered the need to reunite his family in peace, but the acrimony over their dissolution is too great to overcome without the necessary soul searching on each sibling's part. Without that, there is no basis to believe in any positive, long-term outcome.

As to career, Gehn is content. The few assignments so far have been vastly different and there is even more variety out there than that to be had. The Federation is wide open with opportunities.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st		■							■	
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
1st	■							5	AV	Cadet Cruise - / Grad Honors
2nd				■				4	AV	USS Lexington / -
CURR 3rd								4		- / -
4th										Starting 3rd year
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

NAME Peth Gehn
SPECIES TELLARITE
P.O.B. TELLAR
RANK LT. COMMANDER
BRANCH SCIENCE
ASSIGNMENT
D.O.B.
AGE 35
SEX M
HT 5'6
WT 200
HAIR BROWN
EYES BLUE
250522.00

Personal/Family Notes

CREDITS 3 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	71	70	68	60	51	46	11

FOOLIES Tellarite -15 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
40	58	60	58	58

Administration 10	Def Shield Tech 20	Mechanics 20	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 49
Appraisal	Ecology	Meteorology	ST Services
Archaeo Tellar 21	Electronics	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops 19	Oceanography	ST Weapons Tech
Art	Federation History 17	PersWpnTech	Stealth/Hide
	Federation Law 10	Philosophy	Streetwise
Astron/Atrophys 41	Forgery		Survival
Biology	Gaming 11	Physics 42	
	Gambling		Track/Evade
Botany	Geology 45	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing 12		Seduction	Trivia
Chemistry 25	Holotechnology 27	Shuttle Pilot	
Combat	Instruction 18	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 30	Vehicle Op
Cudgel Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 30	Lang Earther 12	Sports Tellar Ball 5	Warp Drive Tech
Modern 22			Zoology
Computer Op 44	Law	ST Cbt Tac/Str.	
Computer Tech 57		ST Comm Proc	
Culture	Leadership 10	ST Comm Tech	
	Life Support Tech 10	ST Engineering	
Dmg Ctrl Proc 20	Materials Science	ST Helm	

NAME LT. COMMANDER PETH GEHN

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		71				46	47	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 35	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 17						
5		UNC (END/10 rd) 7						
6								
7								
8								
9								
10								

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	22	68	45 PER SETTING
H-T-H	30	68	49 2d10+1
Cudgel	10	68	39 3d10+3

Action Point Table A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Peth Gehn	AGE	35	STR	C
SPECIES	Tellarite	SEX	M	END	C
P.O.B.	Tellar	HT	5'6	INT	C
BRANCH	Science	WT	200	DEX	D
RANK	Lt. Commander	HAIR	Brown	CHA	D
CURRENT ASSIGNMENT		EYES	Blue	COOL	D
		D.O.B.		LUC	E
				PSI	G

Top Skills

1. CompTech, D
2. ST Sensors, D
3. Geology, D
4. Physics, D
5. Astron/Astro, D

Dept Head Y/(N) | Cmd School Y/(N)

Contact Team Certified? Y/(N) F

2505.2.00

Service Record

Honors

Graduated with Honors

Assignments

YEARS SERVED 11

Cadet	Exploration
Term 1	USS Lexington
Term 2	Merchant Marine
Term 3	Current, Starting 3rd year on 4
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name T'Prynn
Homeworld Shipwrecked 7yrs, Underground, settled to Wanderlust
Childhood Restricted zones

Family Merchants, Danger, Lost all to mismanagement

Parents Both alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
2.	(Y)/N/?	Y/O/(T)	Ht / Dis / N / (Lk) / Lv / Hr	(A)/P/E
(3)	Y/N/(?)	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	(A)/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Fast X's
Cadet Friend, Common interest

Term
1 Fast X's
2 SB Staffer owes me favor
3 Friend, Former enemy
4 Happy Romance
5 En, Rel, 'Hates' me, Foiled plans
6 -
(7)
8
9
10
11
12

History and Notes

While taught the Vulcan Way from the start, T'Prynn also grew up with several humans among the ship's survivors. Her parents were operating a small passenger ferry business when cataclysm hit.

While all survived, T'Prynn was profoundly affected by her interactions. T'Prynn declined the Koh-i-nar ceremony after her 2nd Pon-far. And has rejected her marital obligations.

While it is these days that T'Prynn is all-Vulcan in public, those few closest of confidants know she can indeed crack a smile with the best of them! -And be prepared to be hit with a witticism from across the room when least expecting it!

Dreams and Directions

On the one hand, enough of T'Prynn's human idiosyncracies slip through to make Vulcans scream inside their skulls and squirm inside their skin, while simultaneously she is too-Vulcan for most humans to equate with.

T'Prynn has learned to straddle the line as best she can and roll with the punches -which do come from both sides.

Nevertheless, being a scientist, T'Prynn frames her interest in humans, (*and their anatomy*), with extreme scientific interest and worthy of close, personal, study. Naturally.

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Trivia, Human humor	DEX
2. Enviosuit Op	
3. Fed Law	

Awards and Honors

Cadet Graduated with High Honors

Term
1 -
2 -
3 -
4 -
5 -
6 -
(7)
8
9
10
11
12

250522.00

STARFLEET OFFICER RECORD

NAME T'Prynn | AGE 48
SPECIES Vulcanian | P.O.B. Wanderlust | SEX F | HT 5'8
RANK Lt. Commander | WT 115
BRANCH Science | HAIR Red
ASSIGNMENT Minor Analyst | EYES Green
D.O.B. 250522.00

NAME LT. COMMANDER T'PRYNN

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st					■						■
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes

CREDITS 16 kcr

ACTIVE DUTY		Term Length	Efficiency	Awards, Honorifics and Notes
				Cadet Cruise / Grad High Honors
1st	T	1	P	- / -
2nd		4	AV	- / -
3rd		3	AV	- / -
4th		2	AV	- / -
5th	D	1	/	- / -
6th		4	AV	USS Intrepid / -
CURR 7th		5		Finishing 5th year
8th				
9th				
10th				
11th				
12th				

STR	END	INT	DEX	CHA	COOL	LUC	PSI
80	74 76 C.T.+2	75	66 68 C.T.+2	65 68 C.T.+3	85	01	43

FOOLIES Vulcan -10 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS Vulcan +10 (INT+COOL)/2 round down	PERSEVERENCE Vulcan +10 (END+LUC)/2 round down	Vulcan +10 (INT+LUC)/2 round down
66	38	90	48	48

Administration	40	Def Shield Tech		Mechanics		ST Navigation	
Anthrop Human	16	Demolitions		Medicine Human	10	ST Security	10
		Disguise				ST Sensors	50
Appraisal	10	Ecology	21	Meteorology		ST Services	
Archaeo		Electronics		Negot/Diplomacy	25	ST Weapon Ops	
		Enviosuit Ops	35	Oceanography		ST Weapons Tech	
Art Dance	9	Federation History	19	PersWpnTech		Stealth/Hide	
		Federation Law	35	Philosophy		Streetwise	
Astron/Atrophys	36	Forgery				Survival	
Biology		Gaming	31	Physics	80		
		Gambling				Track/Evade	
Botany		Geology	45	Psych Human	21	Trade & Commerce	17
Bribery		Hvy Wpns Op/Tech				Transporter Ops	
Burglary		History		Scrounge		Transporter Tech	
Carousing	27			Seduction		Trivia Human humor	37
Chemistry	48	Holotechnology		Shuttle Pilot			
Combat		Instruction	56	Shuttle Sys Tech	50	Variable-G Ops	
Archaic		Interrogation		Sm Equip Tech	70	Vehicle Op	
Ahn-Woon Armed	10	Intimidate		Sm Unit Tactics	15		
H-T-H	30	Lang Klingon	21	Sports Vulcan Bowl	8	Warp Drive Tech	
Modern	30					Zoology	
Computer Op	42	Law		ST Cbt Tac/Str			
Computer Tech	40			ST Comm Proc			
Culture Human	32	Leadership	30	ST Comm Tech			
		Life Support Tech	30	ST Engineering			
Dmg Ctrl Proc	10	Materials Science	20	ST Helm			

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	76
CURRENT	
SAVE (END/2 rd)	38
SAVE (END/4 rd)	19
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool	01

PSI Vector	62
PSI Pool	62

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	30	68	49 PER SETTING
H-T-H	30	68	49 2d10+1
Ahn-woon	10	68	39 1d10+4

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	T'Prynn	AGE	48	STR	B
SPECIES	P.O.B.	SEX	F	END	C
Vulcanian	Shipwrecked / settled	HT	5'8	INT	C
BRANCH	Wanderlust Science	WT	115	DEX	D
	Minor Analyst	HAIR	Red	CHA	D
RANK	Lt. Commander	EYES	Green	COOL	B
CURRENT ASSIGNMENT		D.O.B.		LUC	H
				PSI	E

Top Skills

1. Physics, B
2. SmEqTech, C
3. Instruct, D
4. ST Sensors, D
5. ShuttleSys, D

Dept Head Y/N (Y) | Cmd School Y/N (N)

Contact Team Certified? Y/N (Y) F

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Service Record

Honors

Graduated High Honors, Top 10%

Assignments YEARS SERVED 20

Cadet	Colonization
Term 1	Contact Team School
Term 2	Merchant Marine
Term 3	Colonization
Term 4	Colonization
Term 5	Department Head School
Term 6	USS Intrepid
Term 7	Current, Finishing 5th year on 5
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Forseth Cro

Homeworld Eldorado, Terraform

Childhood On the water

Family Law Enforcement, Okay

Parents Dad Dead, never knew him

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Instruction	DEX
2. Electronics	
3. Administration	

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet
1 Purple Heart, Scratch
2 -
3 Grad High Honors

Term
1 -
2 Commendation
3 SF Citation for Valor
4 -
⑤
6
7
8
9
10
11
12

Lifepath

Academy -

Cadet
1 En: Boss, Hate them, caused me PH Scratch
2 Rom, Tragic, Lover Imprisoned
3 -

Term
1 En, ChildhoodRival, Mutual, Major humiliation
2 Friend: Former Enemy, Childhood Rival
3 Friend, Former Enemy, Boss
4 Happy Romance
⑤
6
7
8
9
10
11
12

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History and Notes

While Farseth enjoys getting rowdy for a Rugby game, he otherwise is quiet, reserved and studious.

This past tour was an odd one. Meeting the love of his life, one might expect to set him alight and empowered, yet he got so lost in her eyes, his duties slipped. And superior officers don't like that and make it known they don't like that.

Perhaps the abrupt change from 9 years of the Military Division to Colonization put him off.

Dreams and Directions

Hoping this romance keeps running while improving his professional performance. He'd hate to lose this love so soon, but the professional consequences and weight of starfleet command bearing down is no small pressure to live under.

Two Doctorates and a Master's amongst other degrees, Forseth is beginning to see how remarkably average his career has been.

The Enterprise was his best work to date. Perhaps getting back there or to Exploration will bring his profile back up... Ponder.

STARFLEET OFFICER RECORD

NAME Farseth Cro | AGE 41
SPECIES Human | P.O.B. Eldorado | SEX M
RANK Lieutenant | HT 5'10
BRANCH Science | WT 170
ASSIGNMENT Minor Serv | HAIR Red | EYES Brown
D.O.B.

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NAME LT. FARSETH CRO

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

	CADET CRUISE									
1st						■				
2nd						■				
3rd	■									■
4th										
5th										
6th										

	ACTIVE DUTY								Term Length	Efficiency	
1st			■						3	AV	- / -
2nd			■						2	AV	- / Commendation
3rd			■						4	AV	- / SF Citation for Valor
4th				■					5	PO	- / -
CURR 5th									2		Finishing 1st year
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Personal/Family Notes

CREDITS 14 kcr

Awards, Honorifics and Notes

Cadet Cruise | SB#12 / Purple Heart ... SB12 / - ... USS Enterprise / Grad High Honors

STR	END	INT	DEX	CHA	COOL	LUC	PSI
63	70	80	60	60	65	31	54

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
62	55	72	50	55

Administration 22	Def Shield Tech 5	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 81
Appraisal	Ecology	Meteorology	ST Services 25
Archaeo	Electronics 31	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops 40	Oceanography 29	ST Weapons Tech
Art Music, Vocals 6	Federation History 10	PersWpnTech	Stealth/Hide
	Federation Law 10	Philosophy	Streetwise
Astron/Atrophys 40	Forgery		Survival
Biology	Gaming	Physics General 86	
	Gambling 18		Track/Evade
Botany	Geology	Psych Orion 15	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops 7
Burglary	History	Scrounge	Transporter Tech
Carousing		Seduction	Trivia
Chemistry 25	Holotechnology	Shuttle Pilot	
Combat	Instruction 24	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 42	Vehicle Op
Knife Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 15	Lang Orion 34	Sports Rugby 20	Warp Drive Tech
Modern 15			Zoology
Computer Op 41	Law	ST Cbt Tac/Str.	
Computer Tech 71		ST Comm Proc	
Culture Orion 2	Leadership 20	ST Comm Tech	
	Life Support Tech 42	ST Engineering	
Dmg Ctrl Proc 28	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		70				31	64	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 35	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 17						
5		UNC (END/10 rd) 7						
6								
7								
8								
9								
10								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	15	60	37 PER SETTING
H-T-H	15	60	37 1d10+3
Knife	10	60	35 2d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Farseth Cro	AGE	41	STR	D
SPECIES	Human	SEX	M	END	C
P.O.B.	Eldorado	HT	5'10	INT	B
BRANCH	Science Minor Serv	WT	170	DEX	D
		HAIR	Red	CHA	D
RANK	Lieutenant	EYES	Brown	COOL	D
CURRENT ASSIGNMENT		D.O.B.		LUC	F
				PSI	D

Top Skills

1. Physics, B-6
2. ST Sensrs, B-1
3. CompTech, C
4. LifeSptTech, D
5. SmEqTech, D

Dept Head Y/(N) Cmd School Y/(N)

Contact Team Certified? Y/(N) F

Service Record

Honors

Graduated High Honors, Top 4%
Commendation
SF Citation for Valor

Assignments

YEARS SERVED 15

Cadet 1 Starbase 12 2. Starbase 12 3. USS Enterprise
Term 1 Military
Term 2 Military
Term 3 Military
Term 4 Colonization
Term 5 Current, Finishing 1st year on 2
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Alice Forrester

Homeworld Alpha Centauri

Childhood Starfleet

Family Local Leadership, Okay

Parents Both Alive

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	ST Eng	CHA
2.	Life Spt Tech	
3.	Instruction	

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet -

Term 1 Purple Heart

2

3

4

5

6

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11

12

Lifepath

Academy Trainer, CHA +3

Cadet Senseii, Modern +5

Term 1 Headache, Accident, P.Heart Scratch

2

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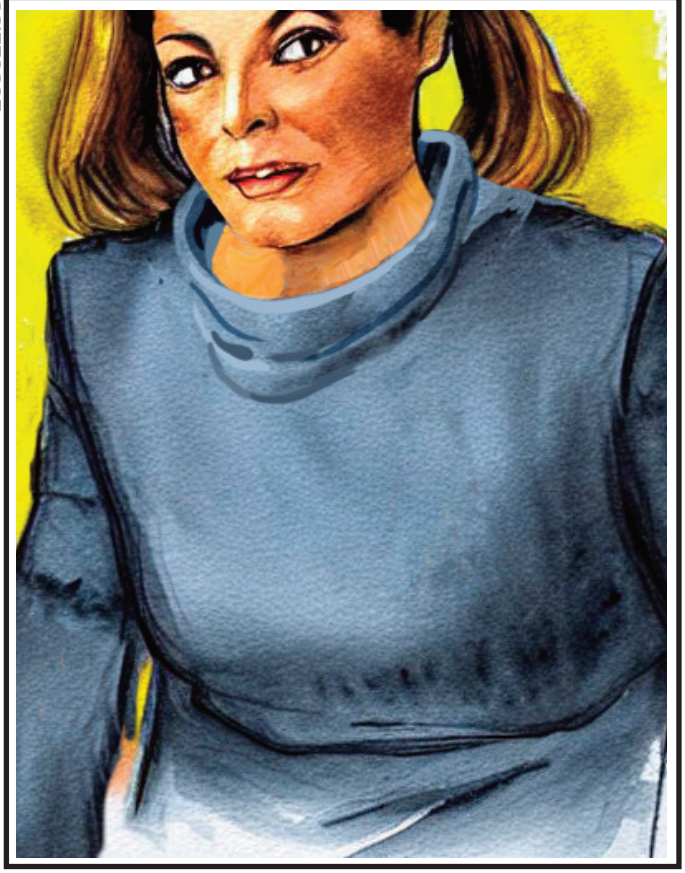

History and Notes

While the Cadet Cruise with the Military was enlightening, it was serving at Starbase 8 that she received her Purple Heart. Alice was medically assisting in the transfer of a wounded K'Zin prisoner.

It broke loose and punched Alice square in the chest, breaking every rib, fully caving her chest in. Luckily, it was nothing worse before the K'Zin was stunned into silence and the Doctor on hand was able to save her.

Recovery was mere weeks and certainly Alice hopes to never meet another K'Zin again!

Dreams and Directions

Wit a Doctorate in ST Sensors, Alice is best suited for Exploration. It is however her Master's in Teaching that drives her.

Alice hopes to spend some time out there in the deep black before heading home to teach at the Academy or a similar prestigious place as long as she is teaching is the goal.

STARFLEET OFFICER RECORD

NAME LT. ALICE FORRESTER

NAME	Alice Forrester
AGE	30
SPECIES	A. Centaurian
P.O.B.	Alpha Centauri
SEX	F
HT	5'7
RANK	Lieutenant
WT	112
BRANCH	Science
HAIR	Blonde
ASSIGNMENT	Minor Med
EYES	Gold
D.O.B.	

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

	CADET CRUISE	ACTIVE DUTY	Term Length	Efficiency	Awards, Honorifics and Notes
1st	■	■	5	AV	SB8 / Purple Heart, Scratch
CURR 2nd			5		Starting 2nd year on 5
3rd					
4th					
5th					
6th					
7th					
8th					
9th					
10th					
11th					
12th					

Personal/Family Notes

CREDITS 1,200 cr

Awards, Honorifics and Notes
Cadet Cruise - / -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
62	70	80	70	65 68 Trainer +3	60	42	38

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
62	61	70	56	61

Administration 27	Def Shield Tech 7	Mechanics 15	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 85
Appraisal	Ecology 4	Meteorology	ST Services
Archaeo	Electronics 7	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops 40	Oceanography	ST Weapons Tech
Art Paint 20	Federation History 15	PersWpnTech	Stealth/Hide
	Federation Law 10	Philosophy	Streetwise 3
Astron/Atrophys 26	Forgery		Survival
Biology	Gaming	Physics General 70	
	Gambling		Track/Evade
Botany	Geology	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops 10
Burglary	History	Scrounge	Transporter Tech. 12
Carousing		Seduction	Trivia
Chemistry 25	Holotechnology	Shuttle Pilot	
Combat	Instruction 70	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 40	Vehicle Op Golf Cart 1
Baton Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 25	Lang Andorian 10	Sports Golf 8	Warp Drive Tech 15
Modern 25			Zoology
Computer Op 25	Law	ST Cbt Tac/Str.	
Computer Tech 42		ST Comm Proc	
Culture Martian 1	Leadership 10	ST Comm Tech	
	Life Support Tech 20	ST Engineering 15	
Dmg Ctrl Proc 10	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		70				42	61	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 35	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 17						
5		UNC (END/10 rd) 7						
6								
7								
8								
9								
10								
11								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	25	68	46 PER SETTING
H-T-H	25	68	46 1d10+3
Baton	10	68	39 1d10+8

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Alice Forrester	AGE	30	STR	D
SPECIES	P.O.B.	SEX	F	END	C
A.Centaurian	Alpha Centauri	HT	5'7	INT	B
BRANCH	Science	WT	115	DEX	C
	Minor Med	HAIR	Blonde	CHA	D
RANK	Lieutenant	EYES	Gold	COOL	D
CURRENT ASSIGNMENT		D.O.B.		LUC	E
				PSI	F

Top Skills

1. ST Sensors, B
2. Physics, C
3. Instruct, C
4. CompTech, D
5. SmEqTech, D

Dept Head Y/(N) | Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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Service Record

Honors

Purple Heart

Assignments

YEARS SERVED 6

Cadet	Military
Term 1	Starbase 8
Term 2	Current, Starting 2nd year on 5
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Mardux

Homeworld Edo

Childhood Star Fleet

Family Famous, Okay

Parents Both dead, accident

Siblings	LIVING	AGE	FEELINGS	STAND-ING
①	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Friend, a Mentor

Cadet Mentor, Enviosuit +4

Term
1 -
2 -
3 Happy Romance
④
5
6
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Electronics	END
2. Comp Op	
3. Ecology	

Awards and Honors

Cadet Graduated High Honors

Term
1 -
2 -
3 -
④
5
6
7
8
9
10
11
12

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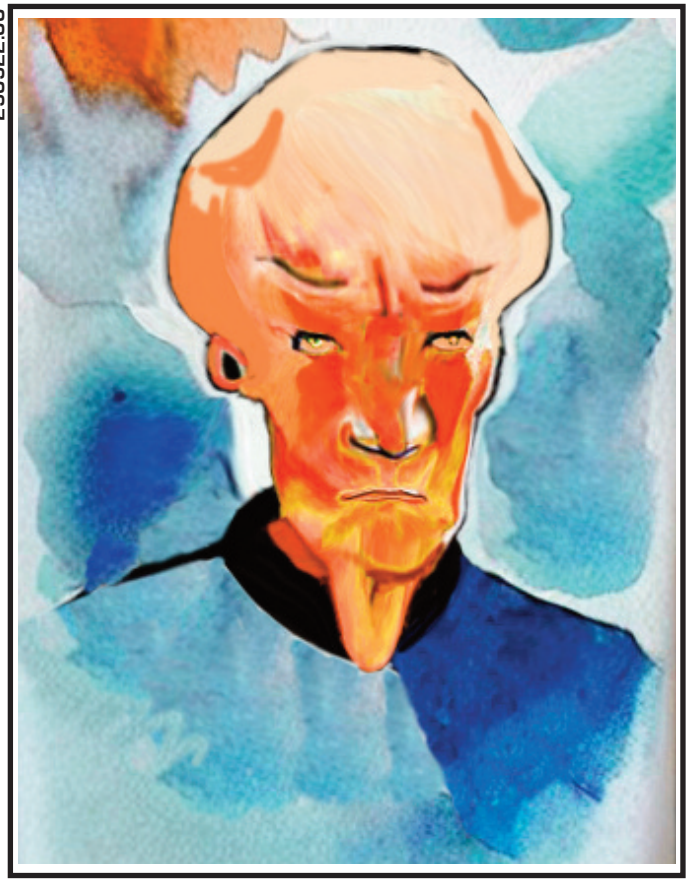

History and Notes

The only living member of his family; they never saw him earn High Honors at the Academy; never saw him off as the first Edoan cultural exchange officer aboard the Vulcan-crewed Intrepid; never saw him put his Masters in astrophysics to use exploring the spinward marches of the Federation.

Nor did they get to meet that cute Edoan he crewed with and shared some of the few happy laughs Mardux has had since childhood.

This has all been a deep regret much of Mardux's life. He plays his Sesska somber to soothe his soul and ease his pains.

Dreams and Directions

Mardux is coming to realize it's time to put the past down and look around at what he has in the here and now.

His new crew are his family and it's time to be a part-of rather than apart-from them.

That Earther sport called fencing has been fun. It always surprises them to see Mardux use up to 3 foils at once. And it shouldn't surprise Mardux the amount of times he stabs himself!

Maybe putting a ship's band together is the way to go...

STARFLEET OFFICER RECORD

NAME Mardux | AGE 47
SPECIES EDOAN | P.O.B. EDO | SEX M
RANK LIEUTENANT | HT 5'5
BRANCH SCIENCE | WT 140
ASSIGNMENT | HAIR ---
EYES YELLOW
D.O.B. 250522.00

NAME LT. MARDUX

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st		■									■
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes

CREDITS 3,200 cr

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes
1st		■							4	AV	Cadet Cruise | USS Excalibur / Grad High Honors
2nd					■				4	AV	USS Intrepid / -
3rd			■						3	AV	- / -
CURR 4th									3		Finishing 2nd year
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI
57	58	70	77	56	50	59	18

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
53	64	60	Edoan -05 53	64

Administration 25	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 40
Appraisal	Ecology 1	Meteorology 25	ST Services
Archaeo Edo, ancient 27	Electronics 13	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops 41	Oceanography 25	ST Weapons Tech
Art Music, Sesska 32	Federation History 10	PersWpnTech	Stealth/Hide
	Federation Law 10	Philosophy	Streetwise
Astron/Atrophys 70	Forgery		Survival
Biology	Gaming 1	Physics General 70	
	Gambling		Track/Evade
Botany	Geology	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing		Seduction	Trivia
Chemistry	Holotechnology	Shuttle Pilot	
Combat	Instruction 10	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 40	Vehicle Op
Sword, Foil Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 15	Lang Caitian 17	Sports Fencing 16	Warp Drive Tech
Modern 15			Zoology 42
Computer Op 30	Law	ST Cbt Tac/Str.	
Computer Tech 43		ST Comm Proc	
Culture	Leadership 10	ST Comm Tech	
	Life Support Tech 25	ST Engineering	
Dmg Ctrl Proc 10	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		58				59	48	
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS				PSI Pool	
3		SAVE (END/2 rd) 29						
4		SAVE (END/4 rd) 14						
5		UNC (END/10 rd) 5						
6								
7								
8								
9								
10								
11								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	15	77	46 PER SETTING
H-T-H	15	77	46 1d10+3
Sword	10	77	43 3d10+2

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Mardux	AGE	47	STR	D
SPECIES	P.O.B.	SEX	M	END	D
Edoan	Edo	HT	5'5	INT	C
BRANCH		WT	140	DEX	C
Science		HAIR	---	CHA	D
RANK		EYES	Yellow	COOL	D
Lieutenant		D.O.B.		LUC	D
CURRENT ASSIGNMENT				PSI	G

Top Skills

1. Physics, C
2. Astron/Astro, C
3. CompTech, D
4. Zoology, D
5. Enviosuit Op, D

Dept Head Y / (N) | Cmd School Y / (N)

Contact Team Certified? Y / F / (N)

Service Record

Honors

Graduated High Honors, Top 6%

Assignments YEARS SERVED 13

Cadet USS Excalibur
Term 1 USS Intrepid
Term 2 Merchant Marine
Term 3 Exploration
Term 4 Current, Finishing 2nd year on 3
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Janet McCrosky

Homeworld Timidity, Enviodomes

Childhood Outskirts

Family SFC/ Okay

Parents Both Alive

Siblings	LIVING	AGE	FEELINGS	STAND-ING
①	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Leadership	STR
2. Enviosuit Op	
3. Chemistry	

Awards and Honors

Cadet Graduated High Honors

Lifepath

Academy Civilian Friend, Local base/station

Cadet En: Locals, hate me, Major humiliation

Term
1 -
2 Rom, Prob, lover's friends seek split
③
4
5
6
7
8
9
10
11
12

Term
1 -
2 -
③
4
5
6
7 z
8
9
10
11
12

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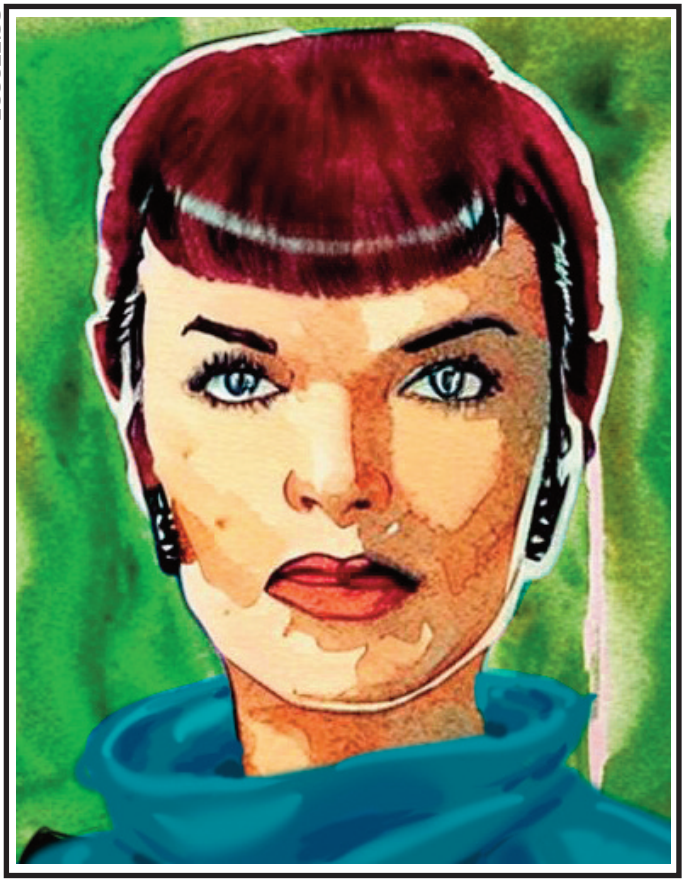

History and Notes

Janet escaped her sister's childhood bitterness by turning to numbers and gadgets. There was nothing she wouldn't take apart - and some of it even went back together now and then!

That her sister died meant Janet will never come to understand where the bitterness was coming from, a regret Janet is still getting over these years later.

Starfleet has been a boon to distancing herself from those days.

Dreams and Directions

Letting herself slip in Term 2 was not good, but Janet is looking to recover lost ground this term with extra focus on all her professionalism she can muster. Starfleet is all she's got. She's put in too much life's effort to be anything less than Outstanding from here on out.

STARFLEET OFFICER RECORD

NAME Janet McCrosky | AGE 32
SPECIES HUMAN | P.O.B. TIMIDITY | SEX F
RANK LIEUTENANT | HT 5'6
BRANCH SCIENCE | WT 102
ASSIGNMENT | HAIR RED
EYES HAZEL
D.O.B. 250522.00

NAME LT. JANET McCROSKY

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

	CADET CRUISE									
1st			■							■
2nd										
3rd										
4th										
5th										
6th										

	ACTIVE DUTY									Term Length	Efficiency	
1st	■									4	AV	USS Farragut / -
2nd		■								4	PO	- / -
CURR 3rd										4		Starting 1st yr
4th												
5th												
6th												
7th												
8th												
9th												
10th												
11th												
12th												

Personal/Family Notes

CREDITS 2 kcr

Awards, Honorifics and Notes
Cadet Cruise - / Grad High Honors

STR	END	INT	DEX	CHA	COOL	LUC	PSI
54	63	61	58	61	62	72	60

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
61	66	61	67	66

Administration 24	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors 40
Appraisal	Ecology	Meteorology	ST Services
Archaeo	Electronics 21	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops 36	Oceanography	ST Weapons Tech
Art	Federation History 10	PersWpnTech	Stealth/Hide
	Federation Law 10	Philosophy	Streetwise 32
Astron/Atrophys 40	Forgery		Survival
Biology	Gaming 6	Physics General 70	
	Gambling		Track/Evade
Botany	Geology	Psych	Trade & Commerce
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing 19		Seduction	Trivia
Chemistry 23	Holotechnology	Shuttle Pilot	
Combat	Instruction 10	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 71	Vehicle Op
Club Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 24	Lang Vulcan 10	Sports	Warp Drive Tech
Modern 23			Zoology
Computer Op 10	Law	ST Cbt Tac/Str.	
Computer Tech 42		ST Comm Proc	
Culture	Leadership 20	ST Comm Tech	
	Life Support Tech 44	ST Engineering	
Dmg Ctrl Proc 18	Materials Science	ST Helm	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		63				72	60	
2		CURRENT					PSI Pool	
3		SAVE (END/2 rd) 31	ATTRIBUTE FATIGUE EFFECTS					
4		SAVE (END/4 rd) 15						
5		UNC (END/10 rd) 6						
6								
7								
8								
9								

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	23	58	40 PER SETTING
H-T-H	24	58	41 1d10+3
Club	10	58	34 2d10+2

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Janet McCrosky	AGE	32	STR	D
SPECIES	Human	SEX	F	END	D
P.O.B.	Timidity	HT	5'6	INT	D
BRANCH	Science	WT	102	DEX	D
RANK	Lieutenant	HAIR	Red	CHA	D
CURRENT ASSIGNMENT		EYES	Hazel	COOL	D
		D.O.B.		LUC	C
				PSI	D

Top Skills

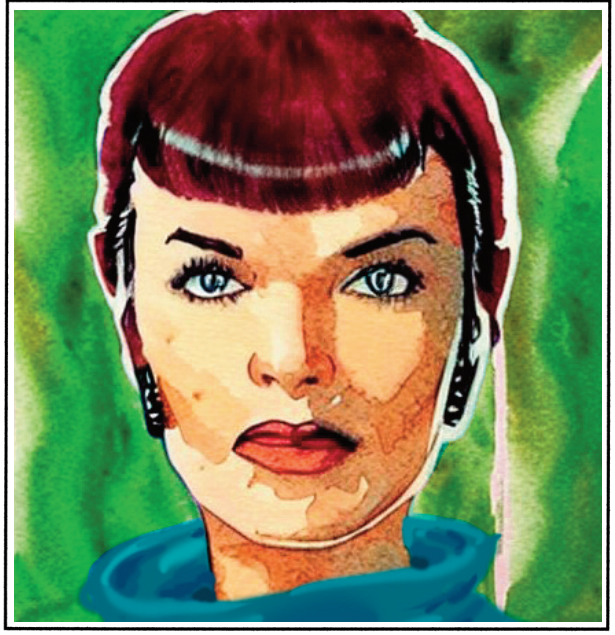
1. SmEqTech, C
2. Physics, C
3. LifeSpTech, D
4. CompTech, D
5. ST Sensors, D

Dept Head Y/N — Cmd School Y/N

Contact Team Certified? Y/N F

25052800

Service Record



Honors

Graduated High Honors, Top 2%

Assignments — YEARS SERVED 8

Cadet	Military
Term 1	USS Farragut
Term 2	Exploration
Term 3	Current, Starting 1st year on 4
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Strenn

Homeworld Sojourn, Domes

Childhood Restricted Zones

Family UFP, Okay

Parents Father Dead, Accident

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy En: underling, hates me, lost face

Cadet -

Term 1 Friend, Like Grandmother

② 3 4 5 6 7 8 9 10 11 12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Astron/Astro	STR
2. Gaming	
3. Medicine, Vulcan (R.N.)	

Awards and Honors

Cadet Graduated with Honors

SF Citation for Conspicuous Gallantry

Term 1 Commendation

② 3 4 5 6 7 8 9 10 11 12

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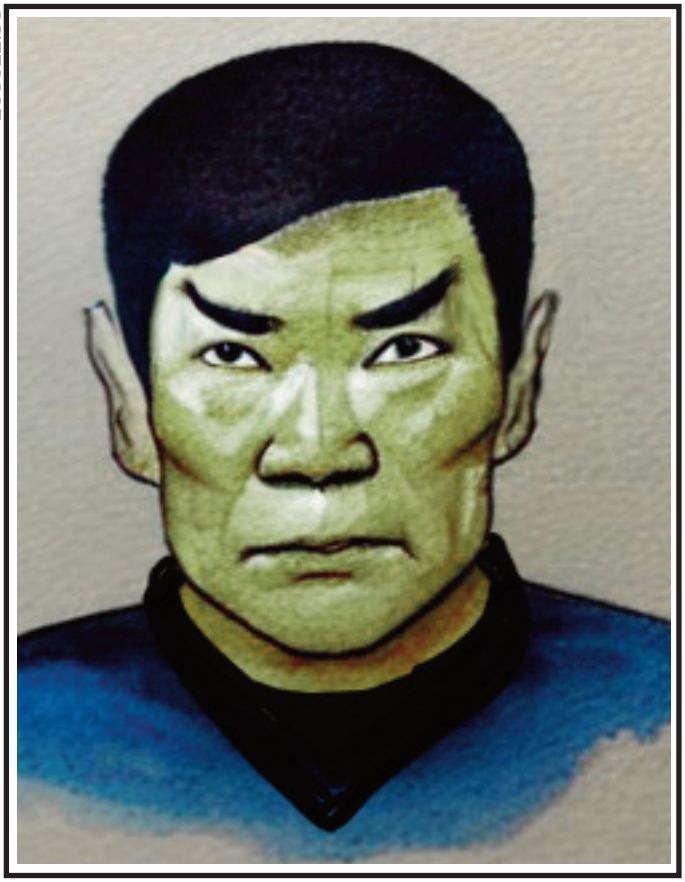

History and Notes

Graduating with Honors, Strenn was assigned to the Republic for his Cadet Cruise. They came across Klingon scouts. On an exploratory landing mission, Strenn stood himself between Klingon disruptors and local child prisoners.

The Klingons were stunned from behind and taken prisoner, but Strenn was not aware this 'deus ex machina' would spare his life, earning him Starfleet's Citation for Conspicuous Gallantry.

Last term, Strenn earned a Commendation from his superior at Starbase 4. "A well-rounded officer with solid potential for greatness."

Dreams and Directions

While his pursuit of designing small equipment and technology will likely lead him to his final home, Strenn holds no particular dreams or desires to pursue.

Strenn sees things that need to be done and at all times will do them as best he can. The sanctity of life is the over-powering guidance that drives his motives.

With only three years served, Stenn's future is wide open to all assignments and pursuits.

STARFLEET OFFICER RECORD

NAME LT. STRENN

NAME Strenn | AGE 31
SPECIES Vulcanian | P.O.B. Sojourn | SEX M | HT 5'7
RANK Lieutenant | WT 175
BRANCH Science | HAIR Black
ASSIGNMENT Minor Med | EYES Grey
D.O.B. | 250522.00

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st		■								■	
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st						■					
CURR 2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Cadet Cruise
2	AV	SB4 / Commendation
1		Finishing term

Personal/Family Notes

CREDITS 900 cr

Awards, Honorifics and Notes

Grad Honors; USS Republic / Prantares Ribbon Exc. + SF Cit. for Consp. Gall.

STR	END	INT	DEX	CHA	COOL	LUC	PSI
77	80	100	64	55	95	56	94

FOOLIES Vulcan -10 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS Vulcan +10 (INT+COOL)/2 round down	PERSEVERENCE Vulcan +10 (END+LUC)/2 round down	Vulcan +10 (INT+LUC)/2 round down
65	78	99	78	88

Administration	31	Def Shield Tech		Mechanics		ST Navigation	
Anthrop		Demolitions		Medicine Vulcan	20	ST Security	10
		Disguise		Human	10	ST Sensors	
Appraisal		Ecology	41	Meteorology		ST Services	
Archaeo Vulcan	8	Electronics		Negot/Diplomacy	5	ST Weapon Ops	
		Enviosuit Ops	25	Oceanography		ST Weapons Tech	
Art		Federation History	10	PersWpnTech		Stealth/Hide	
		Federation Law	10	Philosophy Nome	46	Streetwise	15
Astron/Atrophys	35	Forgery				Survival Desert	9
Biology	15	Gaming	22	Physics	70		
		Gambling				Track/Evade	
Botany	40	Geology		Psych Human	15	Trade & Commerce	
Bribery		Hvy Wpns Op/Tech				Transporter Ops	
Burglary		History		Scrounge		Transporter Tech	
Carousing				Seduction		Trivia	
Chemistry		Holotechnology		Shuttle Pilot			
Combat		Instruction	31	Shuttle Sys Tech		Variable-G Ops	
Archaic		Interrogation		Sm Equip Tech	52	Vehicle Op	
Lirpa Armed	10	Intimidate		Sm Unit Tactics			
H-T-H	15	Lang Human	10	Sports Vulcan Football	17	Warp Drive Tech	43
Modern	15					Zoology	
Computer Op	32	Law		ST Cbt Tac/Str			
Computer Tech	41			ST Comm Proc			
Culture		Leadership	10	ST Comm Tech			
		Life Support Tech	10	ST Engineering			
Dmg Ctrl Proc	20	Materials Science		ST Helm			

ACTION POINTS
1
2
3
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UNCONSCIOUS SAVES

NATURAL	80
CURRENT	
SAVE (END/2 rd)	40
SAVE (END/4 rd)	20
UNC (END/10 rd)	8

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool	56

PSI Vector	83
PSI Pool	83

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 2d10

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	15	64	39 PER SETTING
H-T-H	15	64	39 2d10
Lirpa	10	64	37 4d10+8

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Strenn	AGE	31	STR	C
SPECIES	P.O.B.	SEX	M	END	B
	Vulcanian Sojourn	HT	5'7	INT	Z
BRANCH	Science	WT	175	DEX	D
	Minor Med	HAIR	Black	CHA	D
RANK	Lieutenant	EYES	Grey	COOL	A
CURRENT ASSIGNMENT		D.O.B.		LUC	D
				PSI	A

Top Skills

1. Physics, C
2. SmEqTech, D
3. WarpTech, D
4. CompTech, D
5. Ecology, D

Dept Head Y/(N) Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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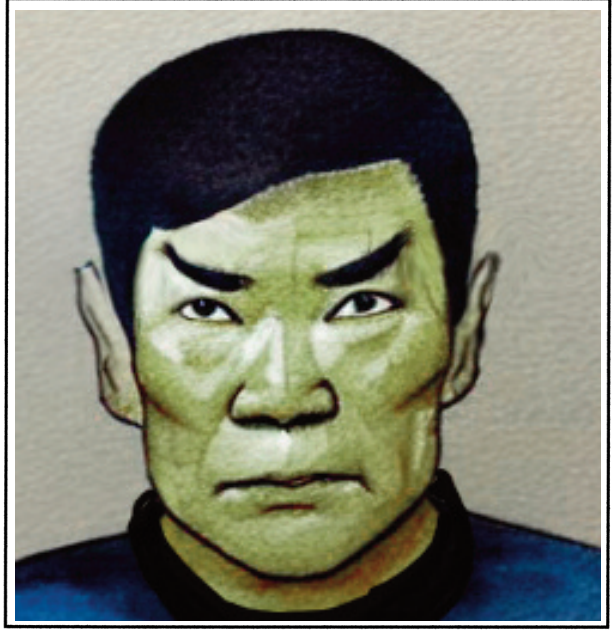
Service Record



Honors

SF Citation for
Conspicuous Gallantry

Commendation

Assignments

YEARS SERVED 3

Cadet USS Republic
Term 1 Starbase 4
Term 2 Current, Finishing 1yr term
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Mella Kyth

Homeworld Tanalome

Childhood Small Village

Family Local leadership,
Only I survived

Parents Both dead,

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Gaming	---
2. Trade & Commerce	
3. Streetwise	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet 1 -
2 Commendation

Term 1 -
2 -
3
4
5
6
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11
12

Lifepath

Academy En: Underling, hates me, loss of lover

Cadet 1 -
2 -

Term 1 En: Underling, hates me, Romantic rival
2 -
3
4
5
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12

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History and Notes

That Mella survived the marauders that killed his family, friends and the two dozen others in their settlement is coincidence. He should have been there and normally would have been if only the generator hadn't needed the spare part miles away. He missed that subsequent attack, too.

Mella's time in the Military Division was initially soothing in the need to feel strength and empowerment after such an experience. But in gaining deeper knowledge to the likes of K'Zin depravity and Klingon brutality much less common marauders, has been a bit much for his sensitivities.

Dreams and Directions

Mella needs some faith in life again. Whether it's the steadiness of Starbase operations or the gallant excitement of Starship and Exploration duty,

Mella is otherwise on the path to burn out in the Military if he stays longer or goes back.

Fill as much spare time drinking with buddies and playing Catball at every opportunity is the current plan. The simple distractions in life are often the best while the complexities swirl around and over you.

STARFLEET OFFICER RECORD

NAME ANALYST ENSIGN MELLA KYTH

NAME	Mella Kyth	AGE	31
SPECIES	P.O.B.	SEX	M
CAITIAN	TANALOME	HT	5'9
RANK	ENSIGN	WT	165
BRANCH	ANALYST	HAIR	GOLD
ASSIGNMENT	MINOR SERV	EYES	GREEN
		D.O.B.	

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD | STARSHIP | EXPLORATION | MILITARY | COLONIZATION | MERCHANT MARINE | STARBASE DUTY | ACADEMY INSTRUCTOR | Passed | Honors | High Honors

	CADET CRUISE									
1st	■									
2nd					■		■			
3rd										
4th										
5th										
6th										

	ACTIVE DUTY							Term Length	Efficiency	
1st			■					4	OU	-/-
2nd			■					2	AV	-/-
CURR 3rd								3		Finishing 2nd year
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS 6.7 kcr

Awards, Honorifics and Notes

Cadet Cruise | USS Republic / - ; SB13 / Commendation

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	80	80	71	80	05	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
75	Caitian +05 47	80	32	42

Administration 39	Def Shield Tech 5	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors
Appraisal 41	Ecology	Meteorology	ST Services 20
Archaeo	Electronics	Negot/Diplomacy 12	ST Weapon Ops
	Enviosuit Ops	Oceanography	ST Weapons Tech
Art	Federation History 10	PersWpnTech	Stealth/Hide
	Federation Law 28	Philosophy	Streetwise 12
Astron/Atrophys 10	Forgery		Survival
Biology	Gaming 21	Physics 29	
	Gambling 41		Track/Evade
Botany	Geology	Psych Human 15	Trade & Commerce 38
Bribery	Hvy Wpns Op/Tech	K'Zin 25	Transporter Ops 7
Burglary	History	Scrounge	Transporter Tech.
Carousing 32		Seduction	Trivia
Chemistry	Holotechnology	Shuttle Pilot	
Combat	Instruction 30	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 10	Vehicle Op
Staff Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 41	Lang K'Zin 40	Sports Catball 25	Warp Drive Tech
Modern 15			Zoology
Computer Op 33	Law	ST Cbt Tac/Str.	
Computer Tech		ST Comm Proc	
Culture	Leadership	ST Comm Tech	
	Life Support Tech 10	ST Engineering	
Dmg Ctrl Proc 20	Materials Science	ST Helm	

ACTION POINTS
1
2
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4
5
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7
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9
10
11
12

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
60			
CURRENT			

ATTRIBUTE FATIGUE EFFECTS

SAVE (END/2 rd)	SAVE (END/4 rd)	UNC (END/10 rd)
30	15	6

LUC Pool	PSI Vector	PSI Pool	((INT+CHA+PSI)/3) rd
05	50		

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 2
TOTAL.....= 1d10+5

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	15	80	42 PER SETTING
H-T-H	41	80	60 1d10+5
Staff	10	80	45 3d10+3

Action Point Table A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5

Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Mella Kyth	AGE	31	STR	D
SPECIES	Caitian	SEX	M	END	D
P.O.B.	Tanalome	HT	5'9	INT	B
BRANCH	Analyst	WT	165	DEX	B
	Minor Services	HAIR	Gold	CHA	C
RANK	Ensign	EYES	Green	COOL	B
CURRENT ASSIGNMENT		D.O.B.		LUC	H
				PSI	H

Top Skills

1. Appraisal, D
2. Cbt, H-T-H, D
3. Gambling, D
4. Trd & Cmm, E
5. Comp Op, E

Dept Head Y/(N) | Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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Service Record

Honors

Commendation

Assignments

YEARS SERVED 6

Cadet 1. USS Republic 2. Starbase 13
Term 1 Military
Term 2 Military
Term 3 Current, Finishing 2nd year on 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name Steppes

Homeworld Shipboard

Childhood Starfleet

Family Nomads, Okay

Parents Dad dead, natural

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy -

Cadet En: Locals, mutual, Rom rival

Term
1 Happy Romance
2 Happy Romance
3 En; Relative, hate them, loss face
4
5
6
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Sm Equip Tech	CHA
2. Lang, Klingon	
3. Carousing	

Awards and Honors

Cadet Graduated with High Honors
SF Honor Roll

Term
1 -
2 -
3 -
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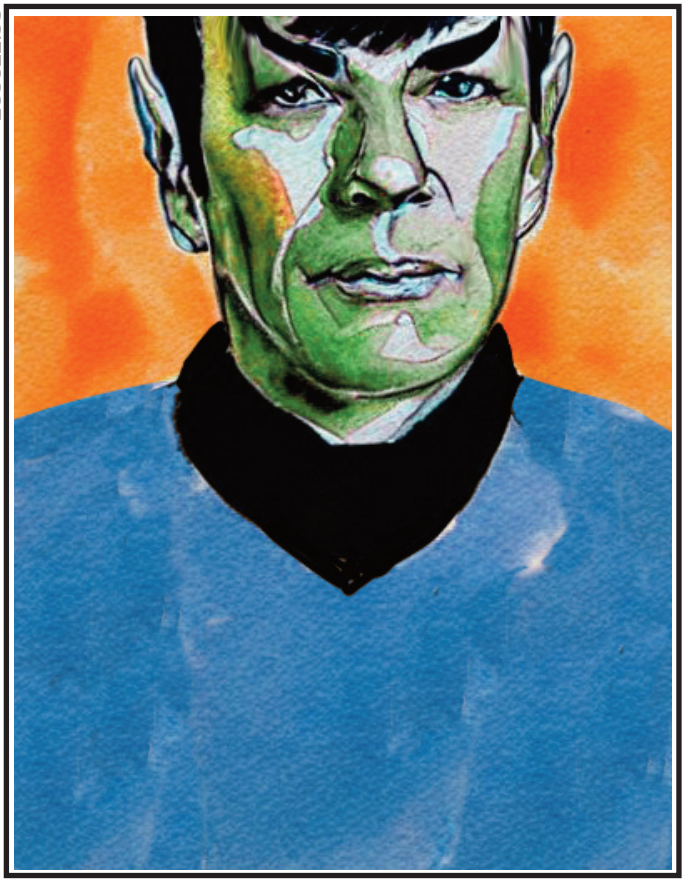

History and Notes

Steppes decided to marry with his third Pon-far and has been happily so since. Steppes' wife has been able to move to his local bases and be together to great and mutual satisfaction.

Steppes' father-in-law disagreed with his daughter's and Steppes line of logic in the matter. Consequently, they both were disowned by her family, or at least, her Father. There is still some back channel chatter with other family members.

Dreams and Directions

Ideally Steppes gains and holds on to a Starbase assignment where he could live with his wife permanently.

Steppes is otherwise a moderate and competent worker in his field. All things in Steppes' life are in furtherance of his family.

Steppes hopes to be a father of children someday, but the time and clarity of vision must be plotted out to their logical conclusions for best timing and results.

STARFLEET OFFICER RECORD

NAME ANALYST LT. STEPPES

NAME	Steppes	AGE	45
SPECIES	P.O.B.	SEX	M
VULCANIAN	SHIPBOARD	HT	5'10
RANK	LIEUTENANT	WT	165
BRANCH	ANALYST	HAIR	BLACK
ASSIGNMENT	MINOR SCI	EYES	BLUE
		D.O.B.	

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	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st			■								■
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st					■						
2nd		■									
3rd							■				
CURR 4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise | Grad High Honors / SF Honor Roll
EX	3	- / -
AV	5	USS Constitution / -
AV	4	- / -
	5	Starting 2nd year

Personal/Family Notes

CREDITS 21 kcr

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	72	80	64	51	89	38	45

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
Vulcan -10: 60	59	Vulcan +10: 94	Vulcan +10: 65	Vulcan +10: 69

Administration	54	Def Shield Tech		Mechanics		ST Navigation	
Anthrop		Demolitions		Medicine		ST Security	10
		Disguise				ST Sensors	15
Appraisal	58	Ecology	25	Meteorology		ST Services	
Archaeo		Electronics		Negot/Diplomacy		ST Weapon Ops	
		Enviosuit Ops	5	Oceanography		ST Weapons Tech	
Art		Federation History	10	PersWpnTech		Stealth/Hide	
		Federation Law	47	Philosophy Nome	40	Streetwise	
Astron/Atrophys	20	Forgery				Survival	
Biology		Gaming	70	Physics	40		
		Gambling				Track/Evade	
Botany	25	Geology		Psych Human	30	Trade & Commerce	45
Bribery		Hvy Wpns Op/Tech				Transporter Ops	
Burglary		History		Scrounge		Transporter Tech	
Carousing	9			Seduction		Trivia	
Chemistry		Holotechnology		Shuttle Pilot			
Combat		Instruction	41	Shuttle Sys Tech		Variable-G Ops	
Archaic		Interrogation		Sm Equip Tech	15	Vehicle Op	
Baton Armed	10	Intimidate		Sm Unit Tactics			
H-T-H	15	Lang Klingon	23	Sports		Warp Drive Tech	
Modern	25					Zoology	
Computer Op	52	Law		ST Cbt Tac/Str			
Computer Tech	10			ST Comm Proc			
Culture		Leadership	10	ST Comm Tech			
		Life Support Tech	5	ST Engineering			
Dmg Ctrl Proc	10	Materials Science		ST Helm			

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 72 / CURRENT	WOUND FATIGUE STUN	LUC Pool 38	PSI Vector 58	((INT+CHA+PSI)/3) rd
1						
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool 58	
3		SAVE (END/2 rd) 36				
4		SAVE (END/4 rd) 18				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 2d10

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	25	64	44 PER SETTING
H-T-H	15	64	39 2d10
Baton	10	64	37 1d10+8

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Steppes	AGE	45	STR	C
SPECIES	P.O.B.	SEX	M	END	C
Vulcanian	Shipboard / Never settled	HT	5'10	INT	B
BRANCH	Analyst	WT	165	DEX	D
	Minor Science	HAIR	Black	CHA	D
RANK	Lieutenant	EYES	Grey	COOL	B
CURRENT ASSIGNMENT		D.O.B.		LUC	F
				PSI	E

Top Skills

1. Gaming, C
2. Admin, D
3. Appraisal, D
4. Comp Op, D
5. Trd & Cmm, D

Dept Head Y/(N) | Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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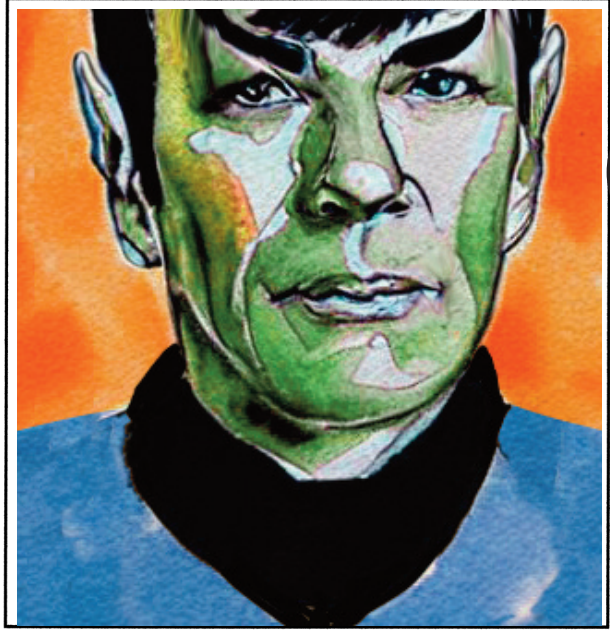
Service Record



Honors

Graduated High Honors, Top 4%
Starfleet Honor Roll

Assignments

YEARS SERVED 14

Cadet	Exploration
Term 1	Merchant Marine
Term 2	USS Constitution
Term 3	Academy Instructor
Term 4	Current, Starting 2nd year on 5
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Talbot Barnes

Homeworld Shipwreck 8yrs
Settled to Morena
Childhood Outskirts

Family Scientists, Okay

Parents Both dead, accident

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / N / (Lk) / Lv / Hr	(A)/P/E
2.	(Y)/N/?	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	A/(P)/E
3.	(Y)/N/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
(4)	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	(A)/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy En: Ex-lover, mutual, Romantic rivals
Cadet En: Boss, hates me, lost face

Term
1 Headache: BRIG!
2 Headache: Illness
3 Headache: Health Relapse!
4 Happy Romance
5 -
(6)
7
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Lang, Orion	DEX
2. Psych, Orion	
3. Physics	

Awards and Honors

Cadet SF Decoration for Gallantry

Term
1 -
2 -
3 -
4 -
5 -
(6)
7
8
9
10
11
12

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History and Notes

Eight years of shipwreck-living did not unite the family as well as it might. Nor set the kids up for success and personal drive.

Twenty-one years with thirteen on a Starship and most all of them riddled with a major headache of one sort or another -and none curable with an aspirin!

It's a good thing he's good at what he does. Talbot's eye on Orion trade and money moving has been of help to the cause.

Dreams and Directions

Sometimes Talbot just feels he's 'there', hum-drum, not getting what he wants or needs out of Starfleet or life to light his fire.

Looking holistically, Starfleet has been a drag for the hassles and politics of it all. Are two decades enough or still need more?

It's no surprise to Talbot his only Outstanding rating happened on falling in love aboard Potemkin.

Twenty-one years earns half his pension at this point. Maybe the private sector or Orion space is where he'll find his calling?

STARFLEET OFFICER RECORD

NAME Talbot Barnes | AGE 45
SPECIES HUMAN | P.O.B. SHIPWRECK / MORENA | SEX M | HT 5'8 | WT 155 | HAIR BROWN | EYES BROWN | D.O.B. 250522.00
RANK LT. COMMANDER
BRANCH ANALYST
ASSIGNMENT

π

NAME ANALYST LT. CMDR TALBOT BARNES

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st							■		■		
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st		■									
2nd			■								
3rd				■							
4th		■									
5th		■									
CURR 6th											
7th											
8th											
9th											
10th											
11th											
12th											

Personal/Family Notes

CREDITS 72 kcr

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise | SB8 / SF Decoration for Gallantry
5	AV	USS Hood: Shakedown + Maiden
3	AV	- / -
5	AV	- / -
3	OU	USS Potemkin / -
5	AV	USS Farragut / -
4		Starting 1st year

STR	END	INT	DEX	CHA	COOL	LUC	PSI
62	60	70	59	60	57	01	58

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
58	35	63	30	35

Administration 50	Def Shield Tech	Mechanics	ST Navigation
Anthrop	Demolitions	Medicine	ST Security 10
	Disguise		ST Sensors
Appraisal 50	Ecology	Meteorology	ST Services
Archaeo	Electronics	Negot/Diplomacy	ST Weapon Ops
	Enviosuit Ops	Oceanography	ST Weapons Tech
Art	Federation History 10	PersWpnTech	Stealth/Hide
	Federation Law 40	Philosophy	Streetwise
Astron/Atrophys 10	Forgery		Survival
Biology	Gaming 40	Physics 22	
	Gambling		Track/Evade
Botany	Geology	Psych Orion 30	Trade & Commerce 72
Bribery	Hvy Wpns Op/Tech		Transporter Ops
Burglary	History	Scrounge	Transporter Tech
Carousing		Seduction 42	Trivia
Chemistry	Holotechnology	Shuttle Pilot 25	
Combat	Instruction 45	Shuttle Sys Tech	Variable-G Ops
Archaic	Interrogation	Sm Equip Tech. 10	Vehicle Op
Staff Armed 10	Intimidate	Sm Unit Tactics	
H-T-H 26	Lang Orion 30	Sports Football 25	Warp Drive Tech
Modern 26			Zoology
Computer Op 41	Law	ST Cbt Tac/Str.	
Computer Tech		ST Comm Proc	
Culture Orion 10	Leadership 10	ST Comm Tech	
	Life Support Tech	ST Engineering	
Dmg Ctrl Proc 10	Materials Science	ST Helm	

ACTION POINTS
1
2
3
4
5
6
7
8
9

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
60			
CURRENT			

ATTRIBUTE FATIGUE EFFECTS

LUC Pool	PSI Vector
01	62
	PSI Pool

((INT+CHA+PSI)/3) rd

SAVE	
(END/2 rd)	30
(END/4 rd)	15
UNC (END/10 rd)	6

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	26	59	42 PER SETTING
H-T-H	26	59	42 1d10+4
Staff	10	59	34 3d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Talbot Barnes	AGE	45	STR	D
SPECIES	Human	SEX	M	END	D
P.O.B.	Shipwrecked / settled Morena	HT	5'8	INT	C
BRANCH	Analyst	WT	155	DEX	D
RANK	Lt. Commander	HAIR	Brown	CHA	D
CURRENT ASSIGNMENT		EYES	Brown	COOL	D
		D.O.B.		LUC	H
				PSI	D

Top Skills

1. Trd & Cmm, C
2. Admin, D
3. Appraisal, D
4. Instruct, D
5. Gaming, D

Dept Head Y/(N) Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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Service Record

Honors

SF Decoration for Gallantry

Assignments

YEARS SERVED 21

Cadet	Starbase 8
Term 1	USS Hood
Term 2	Exploration
Term 3	Military
Term 4	USS Potemkin
Term 5	USS Farragut
Term 6	Current, Starting 1st year on 4
Term 7	
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name Borkl

Homeworld Born Shipboard / settled to Lecorak

Childhood Restricted zones

Family Common, Okay

Parents Dead mother, natural

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	(A)/P/E
(2)	(Y)/N/?	(Y)/O/T	Ht / (Dis) / N / Lk / Lv / Hr	A/(P)/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Rom, Probs, she is insanely jealous

Cadet -

Term 1 Friend, Mentor
(2)
3
4
5
6
7
8
9
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11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Appraisal	CHA
2. Gambling	
3. Lang, Klingon	

Awards and Honors

Cadet -

Term 1 -
(2)
3
4
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History and Notes

What can be said? Borkl was born aboard a ship. Enjoys being on a ship. Wants to spend his time on ships. What better option than Starfleet? His father didn't much care and Brokl's siblings could not have cared less. No losses there.

Cadet tour on a Starship is exhilarating and overwhelming. Luckily, Borkl is a prepared and efficient officer, always with tidy paper work.

Dreams and Directions

It might seem counter-intuitive, but Borkl is interested to determine the facts behind the allegations of illegal mining, bribery and corruptions committed by Tellar.

At home, there is great propaganda denying the claims and besmirching Federation authorities.

On the other side, the Federation has its underlying interests and who is to say numbers aren't being washed one way or other?

Luckily, Borkl's skills are right up this alley. Maybe he should have been a spy!

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

	CADET CRUISE										
1st	■							■			
2nd											
3rd											
4th											
5th											
6th											

NAME Borkl
SPECIES TELLARITE
P.O.B. LECORAK
RANK ENSIGN
BRANCH ANALYST
ASSIGNMENT
AGE 29
SEX M
HT 5'6
WT 190
HAIR GOLD
EYES BL/GLD
D.O.B. 250522.00

Personal/Family Notes

CREDITS 3.2 kcr

ACTIVE DUTY											
1st				■							
CURR 2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise | USS Yorktown / -
3	AV	- / -
3		Starting 3rd year

STR	END	INT	DEX	CHA	COOL	LUC	PSI
69	73	60	61	42	53	78	46

FOOLIES Tellarite -15 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
37	69	56	75	69

Administration . . . 65	Def Shield Tech . . .	Mechanics	ST Navigation . . . .
Anthrop . . .	Demolitions . . .	Medicine . . .	ST Security 10
. . .	Disguise	. . .	ST Sensors . . . .
Appraisal 35	Ecology	Meteorology . . .	ST Services . . . .
Archaeo . . .	Electronics	Negot/Diplomacy. . .	ST Weapon Ops . . .
. . .	Enviosuit Ops . . .	Oceanography . . .	ST Weapons Tech . .
Art . . .	Federation History . 10	PersWpnTech . . .	Stealth/Hide . . .
. . .	Federation Law . . . 30	Philosophy . . .	Streetwise 25
Astron/Atrophys . . 10	Forgery	. . .	Survival . . .
Biology . . .	Gaming 40	Physics . . . 15	. . .
. . .	Gambling 15	. . .	Track/Evade. . . .
Botany	Geology	Psych Tellarite 30	Trade & Commerce. 45
Bribery	Hvy Wpns Op/Tech .	. . .	Transporter Ops . . .
Burglary	History . . .	Scrounge	Transporter Tech. .
Carousing	. . .	Seduction	Trivia . . .
Chemistry	Holotechnology . .	Shuttle Pilot	. . .
Combat	Instruction 40	Shuttle Sys Tech .	Variable-G Ops . .
Archaic . . .	Interrogation	Sm Equip Tech. . . 10	Vehicle Op . . .
Club Armed . . . 10	Intimidate	Sm Unit Tactics . .	. . .
H-T-H . . . 15	Lang Klingon 10	Sports . . .	Warp Drive Tech . .
Modern . . . 25	. . .	. . .	Zoology . . . . .
Computer Op . . . 50	Law . . .	ST Cbt Tac/Str. . .	. . .
Computer Tech . .	. . .	ST Comm Proc . . .	. . .
Culture . . .	Leadership 10	ST Comm Tech . . .	. . .
. . .	Life Support Tech .	ST Engineering	. . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Helm	. . .

NAME ANALYST ENSIGN BORKL

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
1		73		78	49	
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool	
3		SAVE (END/2 rd) 36				
4		SAVE (END/4 rd) 18				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=ToHit		Damage
Modern	25	61	43 PER SETTING
H-T-H	15	61	38 1d10+3
Club	10	61	35 2d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Borkl	AGE	29	STR	D
SPECIES	P.O.B.	SEX	M	END	C
TELLARITE	SHIPBOARD / SETTLED LECORAK	HT	5'6	INT	D
BRANCH	ANALYST	WT	190	DEX	D
RANK	ENSIGN	HAIR	GOLDEN	CHA	E
CURRENT ASSIGNMENT		EYES	BLUE & GOLD	COOL	D
		D.O.B.		LUC	C
				PSI	E

Top Skills

1. Admin, D
2. Comp Op, D
3. Trd & Cmm, D
4. Gaming, D
5. Instruct, D

Dept Head Y/(N) | Cmd School Y/(N)

Contact Team Certified? Y/F/(N)

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Service Record

Honors

-

Assignments YEARS SERVED 5

Cadet USS Yorktown
Term 1 Colonization
Term 2 Current, Starting 3rd year on 3
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12

Name T'Piy

Homeworld Spica

Childhood On the water

Family Common, driven from home

Parents Both alive

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Childhood friend
Cadet Friend, KIA

Term
1 -
2 -
3 Mentor: Lang, Klingon, 14
4 -
5 Friend, like a grandfather
6 -
⑦
8
9
10
11
12

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Gaming	CHA
2. Carousing	
3. Culture, Orion	

Awards and Honors

Cadet -

Term
1 -
2 -
3 -
4 -
5 Commendation
6 -
⑦
8
9
10
11
12

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History and Notes

T'Piy can be found at the better-casinos, specializes in corporate espionage, exfiltration and extractions primarily in the Orion and Klingon spheres.

T'Piy was based and operating off of the USS Farragut when it encountered a cloud that drained the blood of and killed half the crew. Her own green blood was unaffected by the cloud, so no harm came.

This past term went Poorly. Several of T'Piy's contacts and assets were lost, administration came down hard, coming to reconcile their loss in her own mind has been difficult.

Dreams and Directions

Depending on how this Tour finishes, it may be time for a fundamental switch in T'Piy's cover mission.

If her previous cover is blown, she can retire, surgically alter herself or maintain the previous cover, but twist the role somehow. Double-agent? Double-double agent? Down-and-out? Up-and-rising?

Regardless, the need to protect the Federation underlines it all. Whatever is best for them is how she shall serve.

STARFLEET OFFICER RECORD

NAME T'Piy | AGE 51
SPECIES VULCANIAN | P.O.B. SPICA | SEX F
RANK COMMANDER | HT 6'0
BRANCH INTELLIGENCE | WT 140
ASSIGNMENT MINOR SEC | HAIR BLACK | EYES BLUE
D.O.B. 250522.00

π

NAME

AGENT, COMMANDER T'PIY

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st			■						■		
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY											
1st							■				
2nd						■					
3rd	T										
4th		■									
5th		■									
6th						■					
CURR 7th											
8th											
9th											
10th											
11th											
12th											

Personal/Family Notes

CREDITS 30.8 kcr

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise - / -
1	AV	SB11 / -
2	AV	- / -
1	P	
5	EX	USS Intrepid / -
5	AV	USS Farragut : Cloud survivor / Commendation
4	PO	- / -
5		Finishing 5th year

STR	END	INT	DEX	CHA	COOL	LUC	PSI
80	72 75 C.T.+3	80	70	46 49 C.T.+3	88 91 C.T.+3	26	27

FOOLIES Vulcan -10 (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS Vulcan +10 (INT+COOL)/2 round down	PERSEVERENCE Vulcan +10 (END+LUC)/2 round down	(INT+LUC)/2 round down
60	53	95	60	63

Administration	42	Def Shield Tech		Mechanics		ST Navigation	
Anthrop		Demolitions		Medicine Vulcan	10	ST Security	30
		Disguise	38			ST Sensors	
Appraisal	40	Ecology	10	Meteorology		ST Services	
Archaeo		Electronics		Negot/Diplomacy	15	ST Weapon Ops	
		Enviosuit Ops	15	Oceanography		ST Weapons Tech	
Art		Federation History	10	PersWpnTech		Stealth/Hide	
		Federation Law	37	Philosophy Nome	59	Streetwise	56
Astron/Atrophys	10	Forgery				Survival Urban	10
Biology		Gaming	36	Physics	22		
		Gambling	82			Track/Evade	
Botany		Geology		Psych Narcissism	25	Trade & Commerce	41
Bribery		Hvy Wpns Op/Tech				Transporter Ops	
Burglary		History		Scrounge		Transporter Tech	
Carousing	45			Seduction		Trivia	
Chemistry		Holotechnology		Shuttle Pilot	7		
Combat		Instruction	26	Shuttle Sys Tech		Variable-G Ops	
Archaic		Interrogation	38	Sm Equip Tech	26	Vehicle Op Grav	5
Baton Armed	15	Intimidate		Sm Unit Tactics	25		
H-T-H	50	Lang Orion	26	Sports		Warp Drive Tech	
Modern	40	Klingon	14			Zoology	
Computer Op	35	Law		ST Cbt Tac/Str			
Computer Tech				ST Comm Proc			
Culture Orion	19	Leadership	10	ST Comm Tech			
Klingon	13	Life Support Tech		ST Engineering			
Dmg Ctrl Proc	10	Materials Science		ST Helm			

ACTION POINTS
1
2
3
4
5
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7
8
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10
11

UNCONSCIOUS SAVES

NATURAL	75
CURRENT	
SAVE (END/2 rd)	37
SAVE (END/4 rd)	18
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool	26

PSI Vector	52
PSI Pool	52

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 2
TOTAL.....= 2d10+2

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

	(SKILL + DEX)/2=ToHit			Damage
Modern	40	70	55	PER SETTING
H-T-H	50	70	60	2d10+2
Baton	15	70	40	1d10+9

Action Point Table

Ⓐ *Opportunity Action*

Position Change	
Ⓐ Turn in Place	1
Stand-to-Sit or reverse	1
Ⓐ Stand-to-Kneel or reverse	1
Ⓐ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Ⓐ Short Communication	1
Draw and Ready Device	2
Ⓐ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Ⓐ Quick-Draw and Fire	3
Ⓐ Fire Ready Weapon	1
Ⓐ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Ⓐ Attack	min. 3
Ⓐ Parry/Defend	min. 2
Ⓐ Dodge	min. 3
Ⓐ Duck Thrown Weapon	2
Ⓐ Hide in Same Square	1
Ⓐ Hide in Adjacent Square	4
Ⓐ Roll Sideways	2
Ⓐ Drop-to-Ready	1
Ⓐ Drop-to-Prone	0
Ⓐ Dive to Prone	2
Ⓐ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	T'Piy	AGE	51	STR	B
SPECIES	P.O.B.	SEX	F	END	C
Vulcanian	Spica	HT	6'0	INT	B
BRANCH	Intelligence	WT	140	DEX	C
	Minor Security	HAIR	Black	CHA	E
RANK	Commander	EYES	Blue	COOL	A
CURRENT ASSIGNMENT		D.O.B.		LUC	F
				PSI	F

Top Skills

1. Gambling, B
2. Trd & Cmm, D
3. Streetwise, D
4. Appraisal, D
5. Carousing, D

Dept Head Y/(N) | Cmd School (Y)/N

Contact Team Certified? (Y)/N F

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Service Record

Honors

Commendation, the Farragut cloud

Assignments YEARS SERVED 23

Cadet	Exploration
Term 1	Starbase 11
Term 2	Merchant Marine
Term 3	Contact Team School
Term 4	USS Intrepid
Term 5	USS Farragut
Term 6	Merchant Marine
Term 7	Current, Finishing 5th year on 5
Term 8	
Term 9	
Term 10	
Term 11	
Term 12	

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
○ 2
3
4
5
6
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10
11
12

History and Notes

f

Dreams and Directions

f

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
5
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STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . ____
ST Sensors . . . . ____
ST Services . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
____ . ____
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ACTION POINTS
1
2
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14
15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE..._____

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=ToHit Damage

Modern.....PER SETTING

H-T-H.....

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Certified? Y/N/F

25052200

Service Record

Honors

Assignments

YEARS SERVED _____

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12 Current,

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
○ 2
3
4
5
6
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9
10
11
12

History and Notes

f

Dreams and Directions

f

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
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12

250522.00

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . ____
ST Sensors . . . . ____
ST Services . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
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15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE..._____

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=ToHit Damage

Modern.....PER SETTING

H-T-H.....

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Certified? Y/N/F

25052200

Service Record

Honors

Assignments

YEARS SERVED _____

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12 Current,

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
○ 2
3
4
5
6
7
8
9
10
11
12

History and Notes

f

Dreams and Directions

f

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
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9
10
11
12

250522.00

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . ____
ST Sensors . . . . ____
ST Services . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
1
2
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15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE..._____

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=ToHit Damage

Modern.....PER SETTING

H-T-H.....

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

250522.00

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Certified? Y/N/F

25052200

Service Record

Honors

Assignments

YEARS SERVED _____

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12 Current,

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
○ 2
3
4
5
6
7
8
9
10
11
12

History and Notes

f

Dreams and Directions

f

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
8
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11
12

250522.00

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . ____
ST Sensors . . . . ____
ST Services . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE..._____

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=ToHit Damage

Modern.....PER SETTING

H-T-H.....

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

250522.00

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Certified? Y/N/F

25052200

Service Record

Honors

Assignments

YEARS SERVED _____

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12 Current,

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
○ 2
3
4
5
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9
10
11
12

History and Notes

f

Dreams and Directions

f

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
5
6
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11
12

250522.00

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY								Term Length	Efficiency	
1st										
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4th										
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7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . ____
ST Sensors . . . . ____
ST Services . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
1
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13
14
15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE..._____

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=ToHit Damage

Modern.....PER SETTING

H-T-H.....

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Certified? Y/N/F

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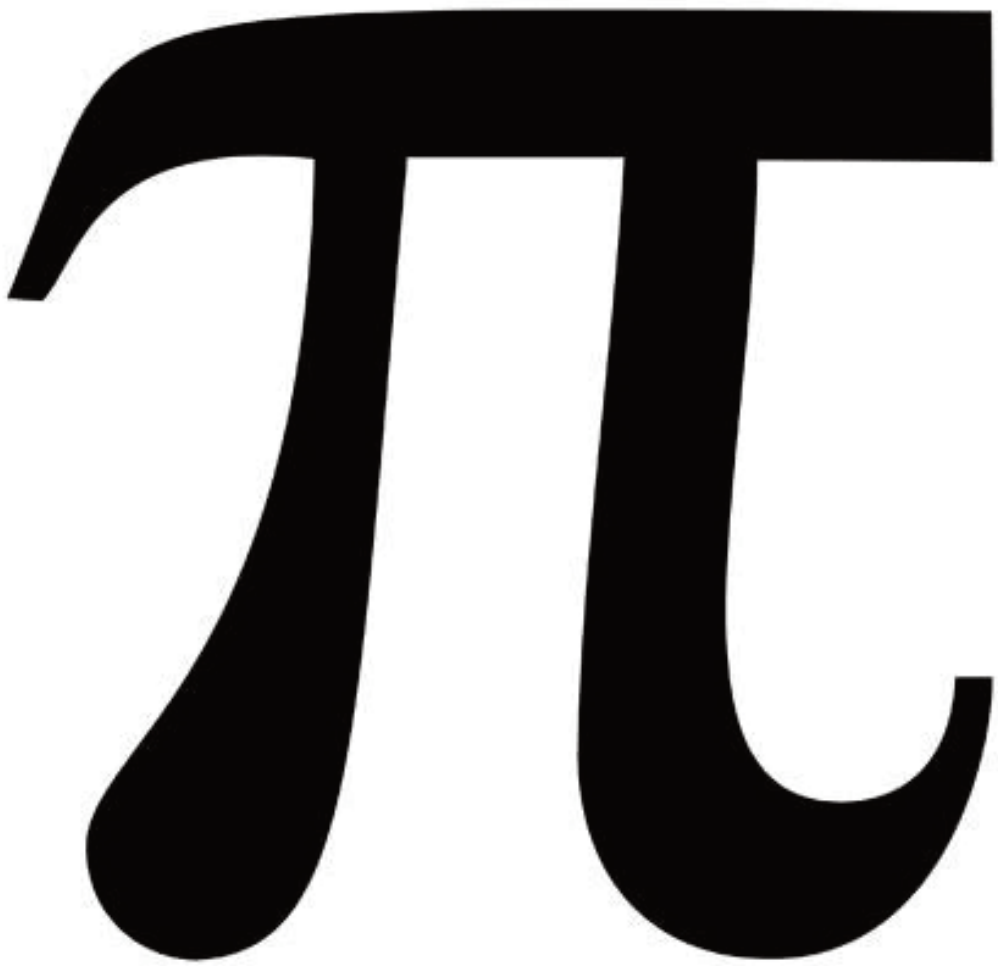
Service Record

Honors

Assignments

YEARS SERVED _____

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11
Term 12 Current,



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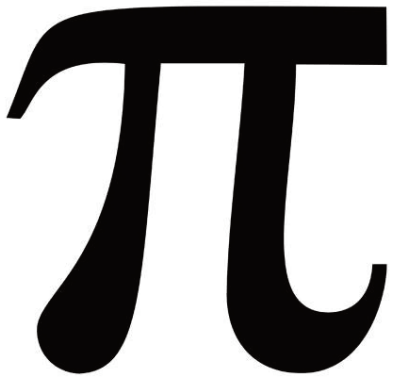

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore. A'yup."

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